January 1987 · £1

COMMODORE USER

MORE GAMES REVIEWS THAN ANY OTHER MAGAZINE

310 pta · HFL 6.50 · DM 5.50

STAR GLIDER · FIRST REVIEW

WIN A REMOTE CONTROL GLIDER



REVIEWED
XEVIOUS V
TERRA CRESTA
GAUNTLET

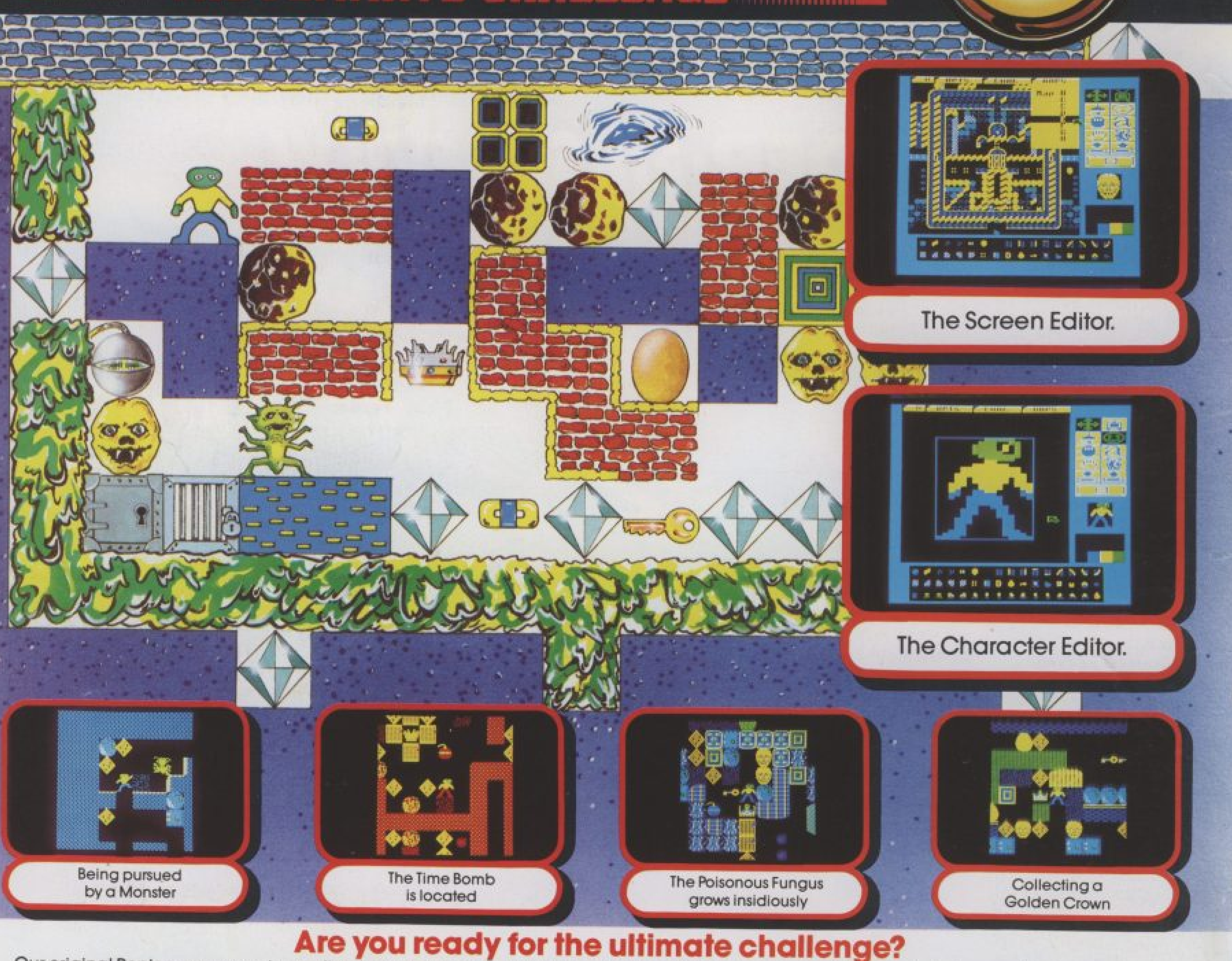
PLAY TO WIN · TOP C16 · C64 POKES · MAPPED · BOBBY BEARING · JUDGE DREAD · TRIED & TESTED · THE LAST ONE · FILEMASTER · C16 REVIEWS · MAGICIAN'S CURSE · WHO DARES WINS 2 · TERRA COGNITA

SPECIAL OFFER · TYPE-INS ON TAPE · SPECIAL OFFER

For the COMMODORE, AMSTRAD, BBC MICRO, ELECTRON

REPTON 3

THE ULTIMATE CHALLENGE



Are you ready for the ultimate challenge?

Our original Repton game was immediately acclaimed as a refreshingly new concept: a game requiring dexterity to complete its arcade-style elements, and clear logical thinking to solve its strategic puzzles. Repton involves retrieving treasure from cleverly-constructed traps of falling rocks whilst avoiding the fearsome monsters and haunting spirits. "This is an astounding game reaching new heights in BBC arcade adventures," enthused the Micro User magazine.

Last Christmas saw the release of Repton 2, larger and much more challenging than before. Acorn User's Technical Editor Bruce Smith wrote: "Repton 2 is better than anything I've played on the BBC Micro or Electron. Brilliant!"

Now, completely rewritten and improved for the Commodore, Amstrad, BBC Micro and Electron, we proudly present Repton 3. For the first time, a screen-designer is included: try to devise screens that will perplex your friends, then see if you can solve their newly-designed screens. Another innovation is the character-designer which enables you to design your own monsters, rocks, eggs, spirits, diamonds . . . any or all of the game's characters can be redefined as you wish.

Repton 3 is much larger than its predecessors — it has 24 fascinating screens, and players who are skilful enough to complete them all can enter our prize competition described below. All the favourite Repton characters have been retained, together with several new features: a creeping poisonous fungus which grows at an alarming rate; time bombs and time capsules (for puzzles in the 4th dimension); and golden crowns as well-deserved rewards for your endeavours. **Can YOU complete Repton 3?**

PRIZE COMPETITION

If you complete Repton 3, you can enter our competition. Prizes include over £200 in cash, with T-shirts, mugs, badges and pens for runners-up.

COMMODORE 64/128 • AMSTRAD CPC 464/664/6128
BBC MICROS: B, B+, MASTER, MASTER COMPACT • ELECTRON

Commodore Cassette	£9.95	BBC Micro Cassette	£9.95
Commodore Disc	£11.95	BBC Micro Disc	£11.95
Amstrad Cassette	£9.95	Master Compact Disc	£14.95
Amstrad Disc	£14.95	Electron Cassette	£9.95

SUPERIOR SOFTWARE Limited

ACORNSOFT

The screen pictures above show the BBC Micro version of Repton 3.

Access VISA

24 HOUR TELEPHONE ANSWERING SERVICE FOR ORDERS

OUR GUARANTEE
- All mail orders are despatched within 24 hours by first-class post.
- Postage and packing is free.
- Faulty cassettes and discs will be replaced immediately.

Dept. R3, Regent House, Skinner Lane, Leeds LS7 1AX. Telephone: 0532 459453.

CONTENTS



Win this remote control glider. See page 44.

JANUARY



Exclusive — first review of Gauntlet. Page 18.



Exclusive — first review of Xevious. Page 26.



Exclusive — first review of Starglider. Read about it on page 42.

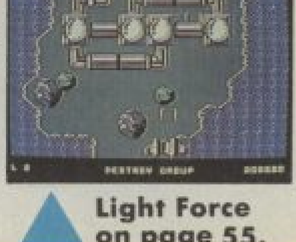
Cover illustration: Angus Fieldhouse

Flash Gordon is back. See page 33.





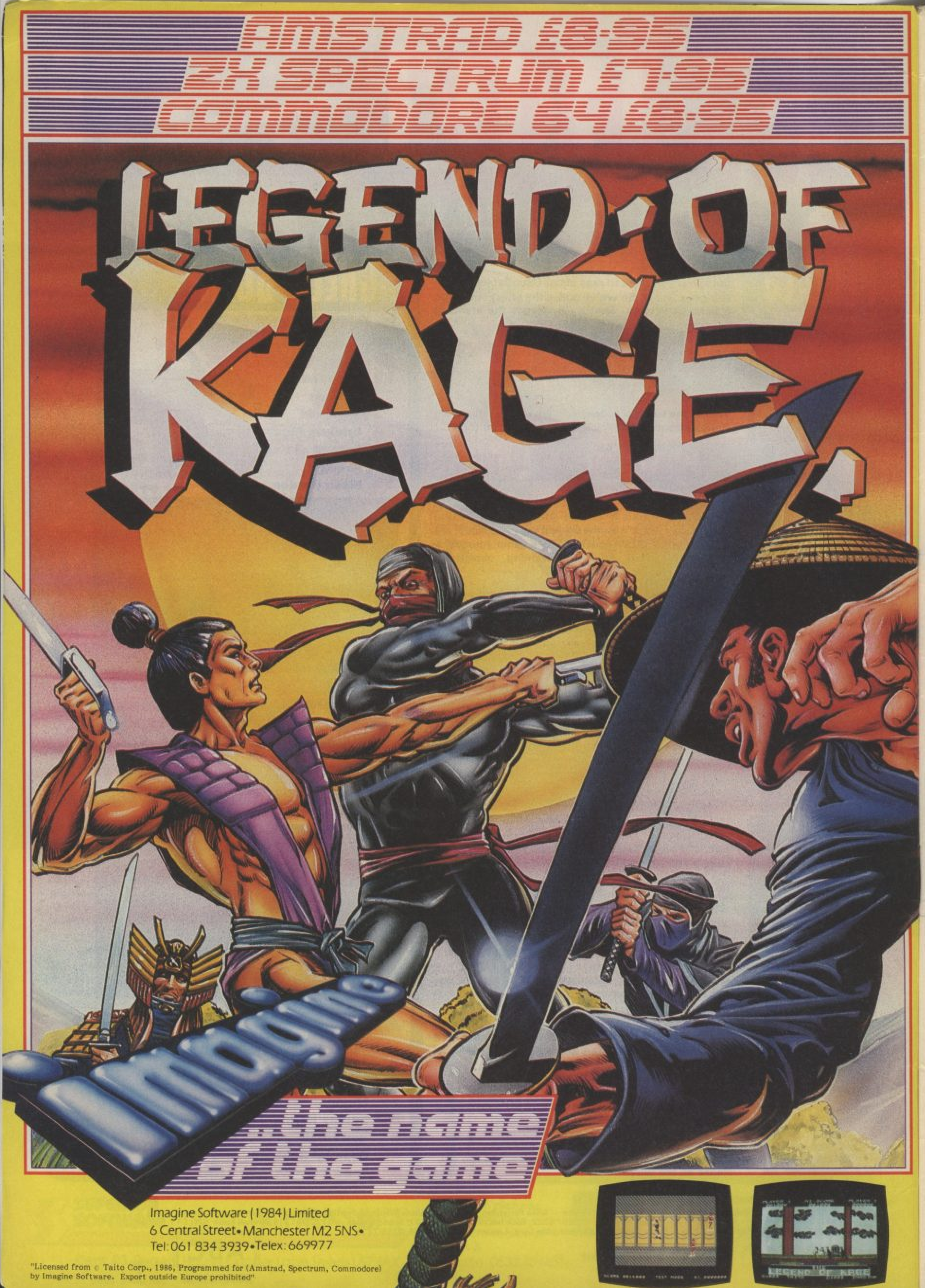
Tarzan swings into our issue. Page 49.



Light Force on page 55.

Editor — Eugene Lacey; Deputy Editor — Bohdan Buciak; Staff Writer — Mike Pattenden; Designer — Elaine Bishop; Advertising Manager — Sarah James; Copy Control — Angela Smart; Publisher — Rita Lewis; Editorial/Advertising — 01-251 6222; Back Issues — 0858 34567; Subscriptions — 0732 351216; Annual Subs. (UK) £15; Europe — £24; World — £38. Registered Offices: Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. ISS 0265-721X

ABC
MEMBER OF THE AUDIT BUREAU OF CIRCULATIONS
51,308
Jan-June 1986


AMSTRAD £8·95
ZX SPECTRUM £7·95
COMMODORE 64 £8·95
LEGEND OF KAGE.
Imagine
...the name of the game
Imagine Software (1984) Limited
6 Central Street • Manchester M2 5NS •
Tel: 061 834 3939 • Telex: 669977
"Licensed from © Taito Corp., 1986, Programmed for (Amstrad, Spectrum, Commodore) by Imagine Software. Export outside Europe prohibited"
LEGEND OF KAGE

Letters

Umm, Ferdy said a rudey!

● I have only recently started reading your magazine and thoroughly enjoy it. Your reviews are quite up to scratch and the tips page is pretty good too.

But, (there is always a BUT isn't there!) I was reading through your November issue and came across the review of *Go For Gold*. Although I think it deserved a bit of a better overall result. Worse still, I found it rather crude. I was looking at the screen pictures and I noticed the name of the player, it was 'BASTARD!' if you'll pardon the language. I couldn't believe it. Explain yourselves.

Gareth Owen,
Winsford, Cheshire.

Glub (mouth full of soap) we just don't know how it got there!

Lies, lies!

● Did you know you talk a load of crap? Yes crap. I am of course refering to your November issue and I quote: "Fist II — Scoop Review" and "Ken 'Karate Kid' McMahon fends off kicks and body blows to do the first review". Not being satisfied with that you went on, and printed more lies like "Commodore User are first again". I am of course referring to your supposedly first review of Fist II.

If you had bothered to find out you would have found that Popular Computing Weekly (PCW) had already reviewed Fist II a week, yes a whole seven days before you. In their 16-22 October 1986 issue. Check before you print.

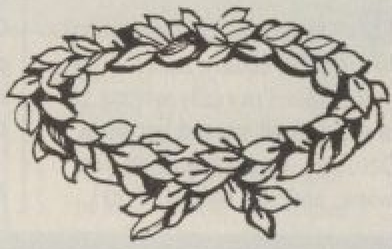
And furthermore why was Marble Madness given a 9 overall when it received three 9's a 10 and a 7. Yet '1942' was given a 9 also with four 8's and a 9.

I continue reading your publication to see what other cock-ups you make.

Ben Dakin,
Leighton Buzzard, Beds.

P.S. You probably won't print this 'cos it's slagging you off.

We continue to read your letters to see how many mistakes you make. Can we just explain that the overall score is not a mean or average of the marks given. It takes other factors into consideration, it stands for 'overall impression'. We were the first monthly mag with a Fist review.



Urk — a poet

● Dear CU, you are the best,
don't get me wrong I do not jest,
Into the Valley has brought me luck,
and Valley Rescue gets me unstuck.
Tried and Tested tells us all,
of new inventions large and small,
of Tommy's Tips there aren't enough,
like PEEK's and Poke's and all that stuff.
Screen Scene gives us your honest view,
of ace games, good games and those that make you spew,
Buzz tells us what we need to know,
about the games of tomorrow.
The charts are clear and up-to-date,
out-dated charts we readers hate,
the advertisers must be heard,
like Gremlin, Anco and Firebird.
Full page, full colour, but what makes me sad,
is the lack of space for a classified ad,
your cover designs are quite a sight,
my compliments to Brian Knight.
A funny title for my letter please,
who invents them? they're a jolly wheeze,
so every night I'd go out and flirt,
in my medium sized Commodore User T-shirt.
Thanks.

Simon Bradbury,
Mossley, Lancs.

Experts, pah!

● Regarding your so called Gauntlet experts that spend £6 per session — well it speaks for itself; I spend on average about 50p for 11 hours of continuous play with scores of over 600,000 on a 1 player game. I challenge these so called 'experts' to a game. Your preview of the game was great except that strategy is very important if you want to get anywhere at all. Also how much can I buy a Gauntlet T-shirt for; just name the price!

Matthew (The Elf) Riggall.
Newcastle upon Tyne.

Easy Peasy

● I'm a sixteen-year-old C64 user and I've got a complaint about games. I don't care about the price; most games are worth it, and I don't mind about games which are predictable, if they are good I buy them.

The only thing I don't like about games is their difficulty: most are much too easy!!! I've completed *Commando* and Ghosts 'n Goblins four times on one go. And when I played *Comic Baker* for the first time I stopped after half an hour with five lives remaining!!! Why don't software houses publish more difficult games like *Green Beret*, *Mission Elevator* or *Spindizzy*? I own a few hundred games and most are too easy.

Akke Monasso,
Aalten, Holland.

Someone likes Euge!

● This is a letter saying what a great person . . . err . . . the Ed is. People are always degrading him. I like him but he nearly always makes stupid remarks during previews of both good and bad games (ha ha).

Still I think your mag is the greatest of all CBM mags.

Anthony Wren,
Croydon, Surrey.

P.S If you print this letter I shall win a £10 bet.

Shall we scrub this one, Euge?

Save it

● New ribbons for the Commodore MPS801 Printer are notoriously expensive. According to the manual you can replace the ink pad when the print becomes faint, but have you ever tried buying new ink pads?

There is however an easy way round this. From your local stationery shop buy a bottle of endorsing ink, then from your friendly local chemist a pack of hypodermic syringes for diabetics (about £1.30 for ten).

Fill the syringe to the 15 mark — it may seem a ridiculously small amount but any more is likely to cause problems with flooding — and inject into the centre of the ink pad. Now leave for 24 hours for the ink to disperse through the pad, and you have a ribbon which is as good as new . . . or even better if the shop had had it in stock for a long time!

E. D. Garner,
Dibden Purlieu, Southampton.

That's a jolly useful home economy tip — beat that Blue Peter!

Our letters bag is bulging with your comments, criticisms, queries and praise currently so we're expanding our letters page. Every letter printed gets a coveted Commodore User T-shirt, but we've added an extra incentive — the chance of winning a chart-topping game for the star letter of the month. So get your pen and paper out and write in to:

Letters, Commodore User, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

Letters

Stumped

I have actually found the tree stump of the C16 version of Monty On The Run. To get to it go to the part of the sewage works to the right of Das Boat.

Climb up the rope in the middle of the screen and jump to the top left platform. Walk right up to the wall and jump twice, then go right and again jump. This will take you into the bottom of the tree stump.

Mark Banham,
Enfield.

Radical

I would like to start off by saying that your mag is totally cool but I'm not going into the vast detail as you've probably heard it all before and I don't want to waste any ink.

Firstly why does everybody think that Firebird are out of order when they've made some excellent games like, *Sentinel* and the best car simulation game I have ever seen called *REVS*?

Your mag has great things in it but it also has some poor ones. eg. black and white games reviews. Why do you review games in black and white because it make them look total 'garbage'? Your competitions don't give you enough time to enter. I get my spend quite late in the week and when I do get the mag it is probably a week old.

Is the 'Art Studio' from Rainbird as good on cassette as it is on disc? Here is my list of what is HOT and what's not.

HOT. Everything.

NOT. HOTSHOTS. I have nothing against Mike Pattenden but its just that Hotshots is rubbish. (After reading this he will probably vomit and scream 'Why does everybody hate me?') Well we don't hate you Mike. It's just that you've picked such a boring subject.

PS Play To Win is totally radical.

David Morris,
Huddersfield.

Well radical.

Rip off

I've have been buying your mag for 8 months now and I think it's ace, but! after 3 days rippp! The front cover comes off, so why don't you make binders to protect our valuable mags? I'm sure all the readers will buy one.

Why does everyone complain about Mike Pattenden, he's probably the best reviewer around, and I agree with Ken McMahon about that rubbish game Ninja Master!

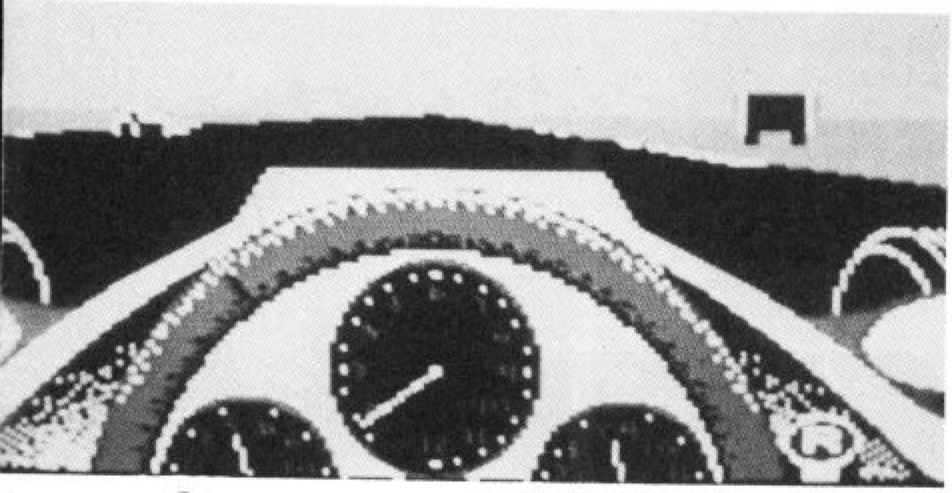
Keep up the good work!

Christian Hathaway,
Birmingham.

Smart A. Lake

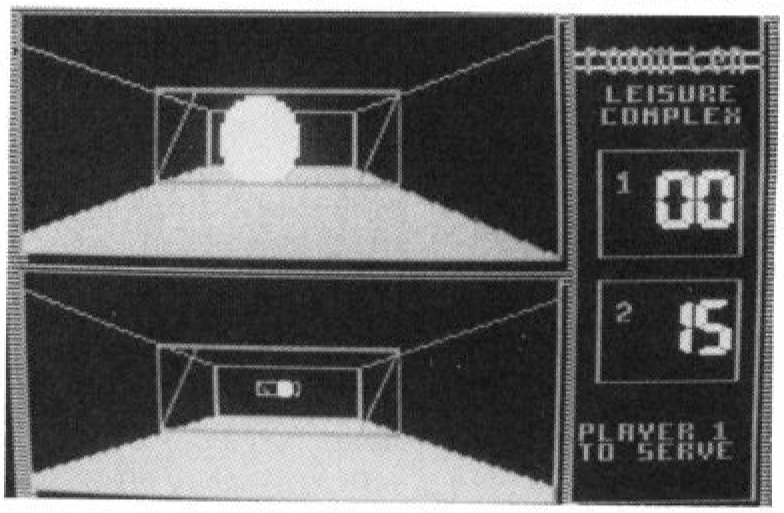
Just to be a total smart alec, I thought I'd point out that your review of 1942 was wrong. Three lives is not your lot, you get your lives topped up at 100,000, it is a bit steep mind! I got 110,000 on it, and I must say the later levels are something to be seen! Also, why can't you put the right caption to the right picture, there are at least 5 in the wrong place in the November issue.

A. Lake,
Houghton-le-Spring, Tyne & Wear.



Confused

Thank you for a great mag. It's the best, equally addictive to C+VG. But I'm really writing to complain. It all started last issue (October). I read the *Room Ten* review, and was baffled! Why?



Because that the same game got the "Game of the Month" award in C+VG (the Amstrad version). "Well", I thought, "then the game must have been better on the Amstrad." But then I read the November issue of C+VG, and what did I see? Right! The Commodore version of *Room Ten* was rewarded with a good review! "What the . . .?!" I screamed.

But Room Ten isn't the only example of the differences between CU and C+VG. Others are: *Alleykat, Dan Dare, Spikey Harold, Hole In One* and so on. I really don't know any more who I'm going to believe!

Ragnar Tornquist,
Ytre Enebakk, Norway.

Us of course!

Ace review

I felt I must write and congratulate Mike Pattenden on his excellent review of Ace of Aces (December issue). After reading it I rushed out and bought the game and I was not disappointed! It is as good as the review said, so well done Mike!

While I'm at it I think I should mention something, I was reading Zzap one day (Heaven knows why!) and came across a letter which compared CU with Zzap, and guess what? CU won! So, I think we're winning the war, keep up the good work guys.

David Muncar,
Southampton.

Wet fish

Once again, this month, I opened my December issue of Commodore User at the letters page, to be faced with a letter from another "Whinger", and I.E. Fish's totally selfish and single-minded letter must come second only to Procida's. he should realise that because the 64 covers a wider range of users, the style of the magazine inevitably had to change as well.

As for saying that CU is "little better than the Beano", this is a stupid remark to make. Just because some of CU does take topics light-heartedly, you can't help it if Mr Fish lacks a sense of humour. Perhaps Mr. Fish would like to spend his life living in a monastry reading Your Commodore all day, but it's not everyone's idea of fun!! As for saying it is only for those that have not "developed beyond games and comic strips", perhaps he picked up this month's copy of "Zzap 64!" instead of CU, as you have, on average, at least two reviews of peripherals and utilities

Star Letter

Blow the Ed

After reading the November letters page in Commodore User, I am prompted to supply an idea for a brand new computer game called 'A Blow To The Ed'.

The idea of the game would be for the player to score points against the editor and staff of Commodore User. If you type in the magazine "is little better than the Beano" then go on to type "it's a Comic", you score 1,000 points. Following this if you type in "I will look for my serious reading elsewhere" you win a subscription to 'The Watchtower'.

When you get to the final screen you play your trump card and type in "I am not renewing my subscription". Thereby forcing the editor and staff of Commodore User to grovel at your feet and kiss your Atari. I give full marks to your magazine for printing the adverse comments, that in no way could be called constructive criticism. (You don't need such subscribers).

Please find in separate envelope my subscription fee and application form.

A.A. Wood,
Walsall, West Mids.

P.S. On completion of the above, my 9 year old son wanted to know what was meant by constructive criticism, after explaining he then said tell Eugene to stop sticking the free books to the cover of Commodore User as no matter how hard I try I make a mess trying to get them off. That's what I call constructive criticism.

Star Letter

every month which I am sure is just the right mix for the home user, who you are, after all, catering for.

A good word for Mike Pattenden and Hotshots. When you've read through the magazine, it's good to come to a page devoted to a little bit of light relief. Even if others don't like it, what's one page in a whole magazine?

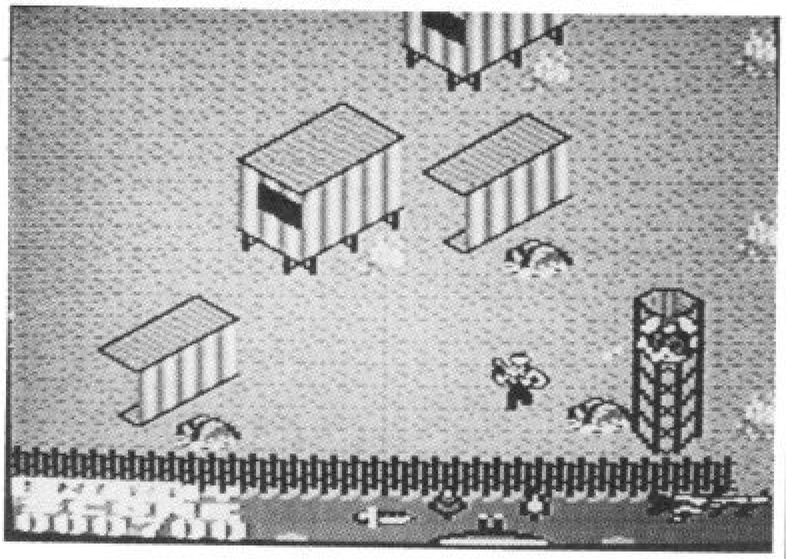
But, where's Uncle Jim gone? Will he be back? Has he been kidnapped by the PPLO, or, worse still, Zzap 64!?! All Uncle Jim fans unite and write to CU in protest.

Graham McBride,
Leicestershire

Tunes charted

I like to see people appreciating the Commodore 64's music. Here is a chart of my favourite tune.

1 The very first piece of music from *Action Biker*.
2 *Commando's* in-game music.
3 *Commando's* score-board music.
4 The beach music from *Bump Set Spike*.
5 The music in level 2 from *Jammin'*.
6 *Rambo's* loading music.
7 *Formula 1*.
8 *Hypersports* (Chariots of Fire).
9 The music from *Warhawk*.
10 *Geoff Capes Strongman* (Barrel Loading and Fairground Bell Event).
11 *Master of Magic*.
12 *The Last V8*.
13 *Ghostbusters*.
14 *Crazy Comets* in-game music.
15 The music in the 4th screen from *The Human Race*.
16 *One Man and His Droid*.
17 *Cauldron II*.
18 *Dynamite Dan*.



The following tunes are my least favourite:

1 *Green Beret's* loading music.
2 *International Karate*.
3 *Ninja*.
4 *Kung Fu Master*.
5 *Uridium*.

I find it best to listen to the music through a good pair of headphones.

Fu Sang Li,
Crewe, Cheshire.

P.S. May I wish you, and everyone else at Commodore User a Merry Xmas and a very peaceful New Year.

Costa lotta

I am writing to you about a couple of points in the December issue of your magazine.

Where was the Into the Valley special on the Ultima series, as promised in last month's ads? This might seem a minor point to you but it was the only reason why I bought your magazine (I saw the CU ads in C+VG). Any chance of a refund!

2) Concerning M. Spry's letter asking why people blame US. Gold for high software prices. The answer is they do not:— people blame US Gold for ripping them off at those high prices! Who could forget the 'World Cup Carnival' fiasco, for instance? How US Gold avoided the courts over that 'little' escapade of banditry I will never know. In the guise of Transatlantic Simulation they have become notorious among Wargame/Strategy fans for the indifference with which TS games are packaged and sold. The inadequate cut down English pamphlet versions of American wargame rule books have become something of a joke (albeit a very sick one) among the computer wargame fraternity. The American company SSI's last game 'Germany 1985' was actually marketed with some rules information missing (including the map).

The latest US Gold rib-tickler, via another of its aliases "All American Adventures" is to only supply half a game. "Impossible" I hear you cry. Not so — the double sided disk game 'Phantasie' has only one side on the UK version, totally frustrating.

Given all this plus the absence of a Consumer Service Department, (the only letter of mine ever replied to by US Gold was one enquiring how much it cost to join their club. Other letters of query or complaint remained unanswered — and I am talking years of silence here!). And you can begin to see why people sometimes tend to look upon US Gold in a less than favourable light.

In short could it be that US Gold are seen as the epitome of the UK software industry today. Games are sold with the aim of making maximum profits.

How appropriate that US Gold Boss Geoff Brown has the nick-name 'The Godfather', given the talent of his company for screwing money out of us.

Finchley, London.

Upwardly mobile

For months I have been bitterly depressed waiting for a decent cassette game to arrive on the high street counter for the 128. I have the privilege, of knowing five 128 owners, none of whom own a disk-drive, yours truly being one of these unfortunates.

Why, do we, upmarket 128 owners have to settle for 64 *cassette* games! I know the capabilities of my computer and subsequently want it to be brought to the full and not to be smothered behind that accursed disk-drive.

To end on a lighter note, please tell that bowl-head turned hippy Jeff Minter, that it's time to save up and buy that customised red "Lama" wheelchair he's always wanted and retire!

Keep up with the good work C.U. staff.

Simon "HARDMAN" Bailey
Luton.

Our letters bag is bulging with your comments, criticisms, queries and praise currently so we're expanding our letters page. Every letter printed gets a coveted Commodore User T-shirt, but we've added an extra incentive — the chance of winning a chart-topping game for the star letter of the month. So get your pen and paper out and write in to:

Letters, Commodore User, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

Letters

Hard case

Does Mike Pattenden enjoy hospital food? If so please let me know . I have just bought *Super Cycle* for the 64, have completed all of level one but no score table came on computer. How did Mike accomplish this in the review of *Super Cycle* in your October issue?

I'll be waiting for his replay.

W. Marshall,
Newcastle-upon-Tyne

P.S. If I get a sensible reply off him I might let him keep his false teeth!

Mumble, mumble — you bought the cassette version.

Aaarrchie!

As a Bristol City supporter, I think you ought to get the record straight. In your review of Football Manager for C16/Plus/4 (November issue), you published a screen shot with the comment *'Wot no Bristol City players — Ed'*. If a supporter, your editor should know that Bristol City has a midfielder on their books called Gordon Owen (a great player too.) — G. Owen.

Seriously, 'The Boss' from Peaksoft is great. We football fans are waiting for 'Footballer of the Year' from Gremlin with bated breath.

Christopher Harris,
Cotterell, Bristol

Quality control

I feel that I must write to agree with Steven Roberts letter in the November issue. The majority of C16 software is of poor quality and grossly overpriced. Let's face it, software such as Bombjack just isn't possible in the meagre 12K of the C16's memory. The result is a tiresome game with poor graphics and no variation in gameplay.

Companies such as Anco, Novagen and Cascade are able to produce excellent games for the Plus/4 so why can't others follow their example and give us what we deserve?

Thanks for a great magazine, but please try to review the small amount of Plus/4 software which is available.

Neil Thomas,
Kimberley, Notts.

Women — Pahh!

Funny, zany, cool and brillo; just a sample of all the adjectives applicable to your ace mag. The reviews and previews (although scathing and merciless at times) give accurate assessments concerning the items reviewed. All the different areas of computing are catered for and this isn't done half as well in other mags. 'Into the Valley' is amazingly good as is the 'Buzz' pages. The 'US Hotline' and 'Tommy's Tips' are great and are very informative.

Concerning one M. Pattenden his column can be compared to women: you can't live with 'em and you can't live without 'em! 'Hotshots' is a good page and an enjoyable read so let it be. All in all CU is far and away the best computer mag on the market and it's the best value.

Barry O'Sullivan,
Bishopstown, Ireland.

Shoot 'em up freak

Here's just a few words on the current trend of arcade conversions. Boy am I pleased to see them! The reason?

Well, for too long we have been stuck with rubbish arcade adventures with only the odd good one like Starquake. With these I (being a shoot 'em up freak) found myself going back to games like Scramble for a bit of carnage, until now. Now I can have mass destruction with metallic graphics and great tunes. Needless to say I am a happy contented freak and my guess is that I am not the only one. Just look at the charts! Keep up the good converting.

Also, I'd just like to say that Commodore User is the bestest magazine around, it's alien zzapping, sorry Usering good.

Here's my list of ins and outs.

Ins. Commodore User (of course), Arcade conversions, Elite, Andrew Braybrook (my saviour), Mastertronic (my pocket's saviour), Virgin.

Outs. Zzap 64 (can I have a T-shirt now), Arcade (yawn) adventures, Imagine, Zoids ($-&** how did this get a screen star), Martech, Activision, all reviewers who like arcade adventures (bang goes my T-shirt).

Victor Love,
Bready, Co. Tyrone

I don't care

Let's be totally honest here. I'm a pirate and proud of it! After all if certain companies want to charge £10 for a game worth less than a £1 what do you expect? The real reason for my letter is to say things that must be said. Firstly your mag is the best of all my mates will agree so all your pommy whingers send your letters to Your Commodore which happens to be the pits. Another thing, we down under aren't as behind as you lot think. Personally I've had copies of some games for months before I see 'soon to be released' in your mags, for example: *Infiltrator* (since July), *Fist II, Miami Vice, Knight Rider, Hacker II, Super Cycle, Beyond, Forbidden Forest, Epyx Basic Toolkit, Dragon's Lair, Iridis Alpha* (sorry Jeff) *Ghost 'n' Goblins, Editor, WAR, Paralaxx* (brill!), etc. etc. etc.

One more thing. I'm really getting sick and tired of reading things like 'this game is not up to US Gold's standards' when US Gold merely import the game. Also mags quite often don't tell who actually wrote the game when it appears in the charts or is reviewed so those that did all the work don't get the credit.

Zeb, Paramoss & Baggins.

I confess

I am writing to you about the process of piracy in computer software. Myself and around fifteen friends (this letter could only have been written on their approval) who also buy CU. Pirate pre-productions of games. We do tape to disk or disk to tape (which we prefer) by using back-up boards which are most commonly used in home piracy, or disk facilities.

We have all the latest software for the Commodore 64, 128, 16, Vic 20 and even the Amiga. One way of solving piracy is to ban all adverts advertising back-up-boards (I often see them in the back pages of magazines).

My hardest game to copy was the old *Paradroid* from Hewson but I managed it on blank cassette. The loading method in *Paradroid* is excellent and other copiers like me might not have as much patience like I did.

There are two ways of reducing piracy in the home, scrap adverts selling back ups, and get software producers to have loading methods like *Paradroid* which are nearly impossible to copy.

If any software houses are reading this letter, take it in great consideration what I write, and I hope you print this letter because I feel very ashamed of how the computer industry has ended up in 1986 because of people like me and others out there reading this letter.

Anonymous,
London

Our letters bag is bulging with your comments, criticisms, queries and praise currently so we're expanding our letters page. Every letter printed gets a coveted Commodore User T-shirt, but we've added an extra incentive — the chance of winning a chart-topping game for the star letter of the month. So get your pen and paper out and write in to:

Letters, Commodore User, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.



If you own a BBC Micro, Commodore 64 or Spectrum 48k/128k – you could have a totally automated home at your command.

It's time your computer grew up and realised its full potential – as something more than a data base, a word-processor or an expensive toy for your kids. From now on, your home computer can do a lot more than play games.

The Red Boxes control system lets your computer earn its keep defending your home against intruders, acting as a round-the-clock security system, giving you control over any electrical appliance whether you are in, or out.

The Red Box starter system takes you right into the exciting world of home automation from as little as £129.

Just plug in for a more efficient home.

Simple to operate, it plugs straight into your home's ring main and needs no other wiring. You don't need any programming experience to operate it.

The system can control internal and external lighting, on/off switches and dimmers in different rooms in different sequence. It can activate washing machines, tumble driers, dishwashers, hi-fi, television, heaters – in fact, everything operating through your mains via a 13 amp plug.

Prevent daylight robberies.

Most burglaries happen during the day, so the Red Boxes control system works just as hard then as it does at night.

If an intruder enters your home, the Red Boxes control system will see him off sharply.

As soon as its sensor is disturbed, the alarm will raise the roof.

However, more importantly this system can also deter people entering your home by creating an appearance of constant activity.

Turn your home computer into a command terminal.

The Red Box starter system comprises three red boxes.

RED LEADER is a complete 6502 based microcomputer with 16 kbytes ROM, 8 kbytes RAM, peripheral controller with 2400 baud mains modem and host computer link, with an integrated power supply. Its powerful micro-processors turn your micro-computer into a command terminal. This is the heart of the system – its even sophisticated enough to recognise which type of computer you own!

RED ONE is a micro-processor controlled 13 amp mains outlet working under the supervision of Red Leader. With Red One at a socket you have power over domestic appliances and lights connected to that outlet.

RED TWO is a complete micro-processor controlled movement detector which feeds back data to Red Leader via mains borne signals – raising the alarm on intruders as soon as they enter its heat seeking zone.

Unique tamper-proof security.

Our Red Boxes operate a secure communications protocol. Incorporating tamper-proof PIN codes. All 'slaves' – outlets, sensors, switches – are first introduced to Red Leader using their own secret 24 bit address. Secret 'keys' are assigned to every device – lights, TV etc., known ONLY to you, and messages between devices are also encoded using random numbers to further secure the system.

No other Red Leader knows your slave codes; therefore no unauthorised person can interfere with the operation of your system.

Computer to computer communication.

Communication is a vital aspect of our Red Boxes system.

Controllers are not isolated from one another – they are connected with each other, through the mains borne system and so communicate with each other and with Red Leader. If Red Two sends a message to Red Leader indicating an intruder, Red Leader responds by telling a switch unit to activate the alarm.

If you operate two home computers, they can communicate with each other through the system, enabling you to set them more complex tasks. And because Red Boxes have integral micro computers, this leaves your home micro free for normal use outside Red Boxes programming.

The possibilities are endless.

Our Red Boxes are ready for them. With humidity detectors, sensors or additional motors, this system can be used for weather monitoring, aerial rotation, home brewing, greenhouse thermostat control, keyless access via electronic door locks, remote access control via a telephone modem – even a robotic arm for performing simple mechanical tasks like tea making and shoe polishing. One day we might even invent one to iron shirts, why not.

Our Project Manual at £9.95 describes a whole series of exciting applications.

Trial run.

For a FREE 14 day trial of the Red Boxes control system WITHOUT OBLIGATION complete the coupon and post to: Electronic Fulfilment Services Ltd., Chesterton Mill, French's Road, Cambridge CB4 3NP.

Access credit card holders can order by calling 0223 323143.

Your Red Boxes control system will be delivered within 14 days and if you are not delighted for any reason just return it to us for a full refund.

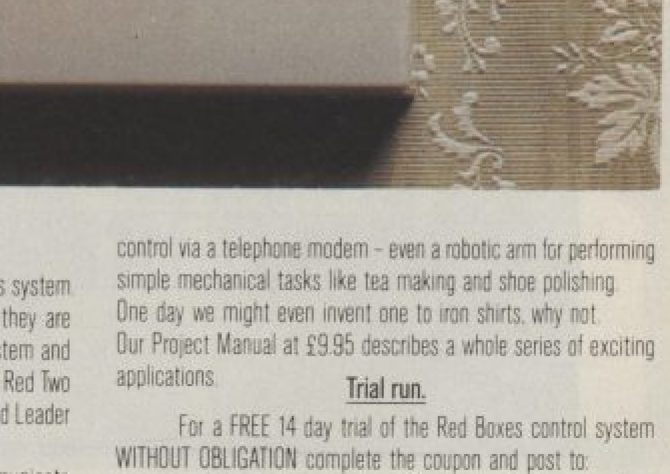
The Red Box starter system costs £129.

And additional Red One and Red Two Boxes are £34.95 each.

JUST PLUG IN AND SEE WHAT YOUR HOME COMPUTER IS MADE OF.

To: Electronic Fulfilment Services Ltd., Chesterton Mill, French's Road, Cambridge CB4 3NP
Please send me the Red Box starter system at £133 (inc. £4 p.&p.)
My microcomputer is a BBC Micro/Commodore 64/Sinclair Spectrum/Amstrad (Delete as applicable.)
Also include: ______ Project Manuals at £9.95.
______ additional Red One control boxes at £36.95 each. (inc. £2 p.&p.)
______ additional Red Two infra red sensor boxes at £36.95 each. (inc. £2 p.&p.)
I enclose a cheque for a total of £______ made payable to General Information Systems Ltd. Readers' Account.
or charge my Access credit card no. ______
Signature ______
Name ______
Address ______

PCW 1



Enquiries on technical specifications and special applications call 0223 323143
14 day courier delivery

BUZZ



FIRELORD

Hewson's programmer Steve Crow won awards for his work on Starquake and now the follow-up Firelord is ready for release on the 64. Set in the mediaeval land of Torot it's a quest to rid a corrupted land of evil, using your skills with fire and pure cunning. There's five hundred screens, dramatic graphics and icons, but if that sounds predictable just remember who's programming it.



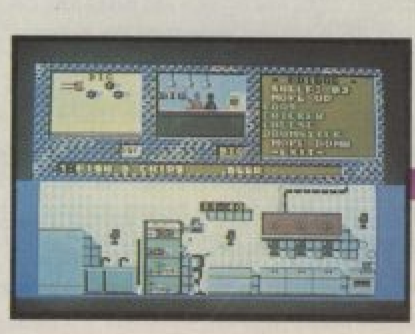
INDOOR SPORTS

For those of you who even find the thought of running around exhausting you may be interested in playing Indoor Sports from Mindscape the company who brought you Infiltrator. It features such back breaking pursuits as 10 pin bowling, darts, and air hockey each set in realistic scenes. Release is scheduled for February so you'll have to sit tight till then.

CHAMPIONSHIP WRESTLING

Melbourne House tried and failed nobly with Rock and Wrestle and now Epyx, masters of the sports sim climb into the grappling ring with their own attempt. Face a mean, miserable and dirty bunch of fighters like the aptly named Prince Vicious. If that's not bad enough if the crowd don't like you they'll boo you and even throw eggs. Best of three falls next month.





THE BIG DEAL

Floyd the Droid is back but he's been demoted to a robochef, or a Moulinex blender or something. It seems he's got to provide some extremely fast food to prove a point over automation to one Ronald Mc Big. Sounds like it should be called A Tall Order to us, but in fact the game is called The BIG Deal

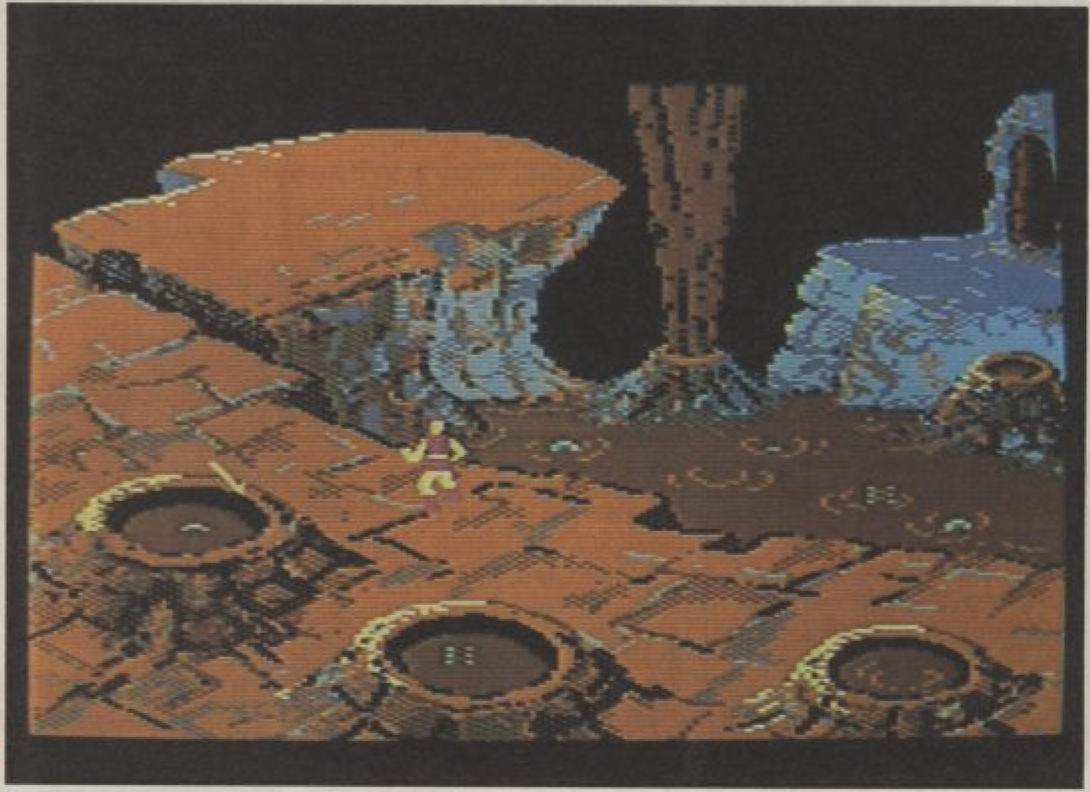
HEARTLAND

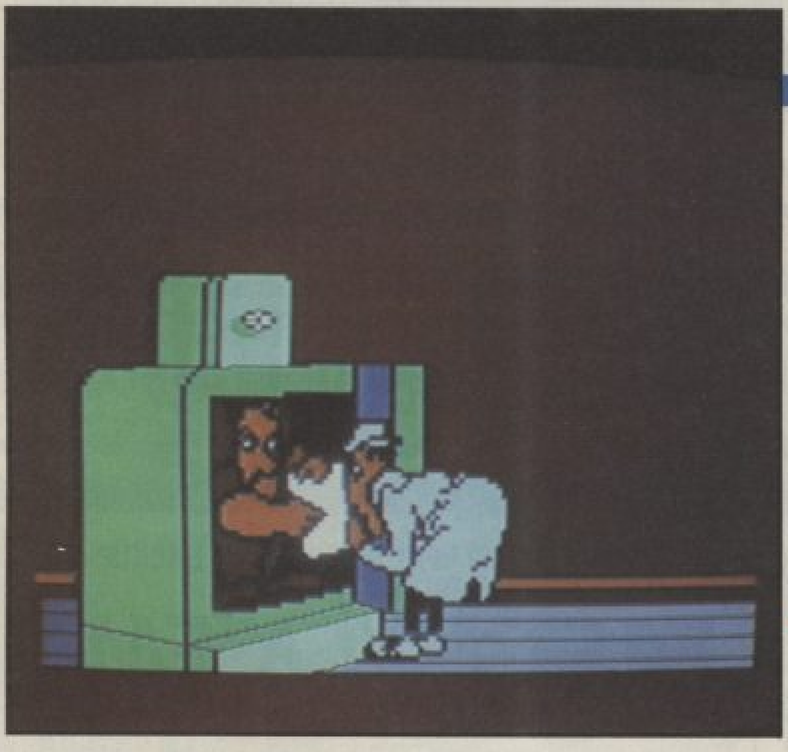
Odin's Heartland is something of a fairytale. One day rummaging through your grandmother's belongings (isn't that a bit rude?) you come across a spell book — the old witch! Invoking a spell you find yourself in the middle of one of Odin's pretty arcade adventures. Well actually you find yourself in Heartland. We'll be exploring next ish



DRAGON'S LAIR II

Software Projects' forthcoming sequel to Dragon's Lair asks one thing of you, Escape from Singe's Castle. That's not going to be easy with eight more dastardly screens to negotiate, including a rapids, mud monsters, ball bearings and well you'll just have to wait until we review it next year won't you. Is a year too long to wait?





INSPECTOR GADGET AND THE CIRCUS OF FEAR

Who is Inspector Gadget? Well comic fans and Francophiles among you may know him as France's foremost detective currently featured in a cartoon on ITV. The game features very large characters and extremely neat animation as you attempt to thwart the agents of MAD with your trusty supply of gadgets like elastic legs and hammer. Well that's what it says here . . .

LEVIATHAN

If you're a Zaxxon fan, you might be interested in English Software's latest game. Leviathan takes the old Datasoft classic and turns it into a two-way diagonal scrolling shoot 'em up. There's three different planet zones with ten different waves of alien ships per zone.



BUZZ

Save wear on your expansion port: 3 slot Motherboard for 64/128

ONLY **£16.99**
POST FREE

- ☐ ACCEPTS 3 CARTRIDGES
- ☐ SWITH IN/OUT ANY SLOT
- ☐ ON BOARD SAFETY FUSE
- ☐ HIGH GRADE PCB/CONNECTORS

AVAILABLE NOW!!

Now a full Midi Interface for your 64/128 at a realistic price! POST FREE
NOW ONLY
£24.99

- ☐ MIDI IN
- ☐ MIDI THRU
- ☐ 2x MIDI OUT
- ☐ Compatible with most leading software packages:-
- Advanced Music System • JMS • SEIL, etc.

Special Offer! Buy Midi Interface + advanced music system only £49.99 + £2 postage (disk only).

MODEL + ROBOTIC CONTROL MADE EASY WITH
ROBOTEK 64
£39.99 POST FREE

Robotek 64 is a comprehensive hardware/software package to interface your 64 to the outside world, models, robots, lighting, sensors etc., etc. The features make Robotic 64 the most sophisticated unit available at any price:
• 4 output channels each with on board relay. • 4 digital inputs fully buffered. • Analogue input with full 8 bit conversion.
• Sound input for voice recognition and voice controlled switching.
☐ Software features: sequencers to control output. Analogue measuring module. Test Program. Voice Activation Module, much, more. Voice recognition software to be released soon.
Total package no more to buy!

TURN YOUR MPS 801 INTO 4 PRINTERS IN ONE!
WITH
PRINTER IV
Alternative Character ROM Fitted in minutes – No soldering required
Only £19.99 POST FREE

• At the flick of a switch you can choose between any of 4 different superb new character sets:
DESCENDER • SCRIBE
ECLIPSE • FUTURE
• All 4 sets can be mixed within one document
• Printer IV is a direct replacement for the normal printer ROM so it is 100% compatible with your existing software.
• Graphics – No Problem either.
SEND NOW FOR QUICK DELIVERY

UNIQUE
Cartridge Development System
£9.99
Including "Cartridge Development Handbook"
POST FREE

A complete kit of parts for an 8K 16K Autostart Cartridge including
- High quality double side P.C.B.
- Injection moulded cartridge case
- Reset button bank switching facility
- Accepts 2764 or 27128 Eproms
- Cartridge can be configured in many ways – full instructions in Cartridge Development Handbook

A MUST FOR THE DISC HACKER
Super Snooper
Track and Sector Editor Cartridge
ONLY **£10.99**
POST FREE

Super Snooper lets you examine decode and change any program directly on the disc in your drive
• Gives readout of each sector track in Hex, Decimal and ASC II
• Built in powerful disc ram monitor disassembler. Unprotecting adding pokes and making backups are made easier with the Super Snooper. Since most disc protection schemes are never loaded into the computer ram, a track and sector editor is invaluable tool when making back ups etc

Turbo Rom
Replacement Kernal
£10.99
POST FREE

Turbo Rom actually fits inside your computer and replaces the normal slow Kernal Rom with superfast disc loading routines, plus extended DOS commands.
- Loads most programs at 5-6 times speed
- Improved single key commands
- Fits inside computer so all ports are free
- Return to normal kernal at flick of switch
- Fitted in minutes – no soldering usually needed (on a few C64's the old Rom may have to be de soldered)

NEW
smart cart™
An 8K or 32K pseudo ROM cartridge
£14.99 8K version
£29.99 32K version

Now you can have a cartridge that you program as if it were computer RAM then acts as if it were ROM.
☐ Battery backed to last for upto 5 years (lithium battery). Simply load in the program and flick the switch. The cartridge can be removed and will retain the program just like ROM.
☐ Make autostart cartridges without the need for an EPROM burner.
☐ Can be switched on/off board from keyboard.
☐ 32K version offers 4 x 8K pages under software switching.
☐ Some knowledge of m/c is required but full instructions included.

DIGITAL SOUND SAMPLING
COMPLETE PACKAGE
£49.99
POST FREE
FREE AUDIO (TV LEAD!)
NOW FOR YOUR COMMODORE 64

The Datel Sampler now brings you this technology at a sensible price!

• The Sampler allows you to record any sound digitally into memory and replay it instantly at any pitch, backwards, forwards, ascending scale, descending, with echo, reverb, flanging, endlessly looped etc. Truly professional hardware incorporating
•Full 8 bit D and ADC conversion
•Line or MIC input, line output and feedback control
A comprehensive software package including:
•A live effects menu with echo, reverb, digital delay, etc
•Full sample editing facilities with review and on screen frequency plotting
•A powerful real time sequencer

Copy Drum Software available separately at £9.99 to turn your sound sample into a Com-Drum system as well as a sampling system.

COM-DRUM
ONLY
£29.99
POST FREE
SPECIAL OFFER AUDIO/TV LEAD (WORTH £4) FREE!!
DIGITAL DRUM SYSTEM FOR THE **C64**

Now with the Com Drum digital system you can produce studio quality drum rhythms with real drum sounds. All the features of systems 10 times the price
• A complete digitally recorded drum kit, i.e. 8 voices – kick drum, snare, tom tom, hi hat, cymbal etc. etc. N.B. these are real drum sounds – not synthesised
• Real time and step time sequencers • Full editing system
• 16 Alternative voices supplied free • More voices to be released (price to be about £5.00 for 32 voices tape or disc)
• 8 pre programmed rhythms to start you off • External sync facility • Very simple to use • Line output to hi fi amp or through TV with optional audio TV lead (see offer) • On screen menus •
• Stylish case • Please state tape or disc software

AVAILABLE NOW! •

IT'S A COMPLETE LIGHTPEN SYSTEM... IT'S AN ALL IN ONE ILLUSTRATOR/GRAPHICS PACKAGE.

IT'S BLAZING PADDLES ILLUSTRATOR

DEALER ENQUIRIES WELCOME

Complete with the DATEL LAZERWRITER
An Advanced Lightpen featuring state of the art fibre optic technology.

ONLY *£24.99* *POST FREE* TAPE OR DISK (PLEASE STATE WHICH)

Yes Blazing Paddles is one of America's top selling graphics packages. Fully Icon/Menu driven, comes complete with the Datel Lazerwriter – A lightpen featuring the latest polymer fibre optic cable and sensor for pin point accuracy of a calibre simply not possible with conventional system.... ....But that's not all – Blazing Paddles will also work with any standard input device including Joysticks, Touch Tablets, Paddles, Mice, Trackball and Professional Graphic Tablets



A SUPERB PACKAGE WITH ADVANCED FEATURES

☐ Advanced Colour Mixing to create over 200 textured hues
☐ Painting with a range of brushes ☐ Air Brush ☐ Ovals
☐ Rectangles ☐ Lines ☐ Rubberbanding ☐ Text Mode
☐ Fill ☐ Single Dot Mode ☐ Freehand Draw
☐ Shape Library ☐ Clear ☐ Printer Dump
☐ Hires Screens saved from Action Replay can be loaded and edited etc (Disk)

PLUS A zoom feature for single Pixel editing while viewing, the results at full scale. ☐ Powerful cut and paste facility, shapes can be picked up, moved around, repeated and saved. ☐ Full Load and Save feature for pictures, shapes and windows which are supplied.

If you think the Software you got with your Mouse/Graphtablet is a bit weak then you can buy Blazing Paddles Software alone. FOR ONLY *£12.99* TAPE OR DISK *(PLEASE STATE)*

(Note conventional Lightpens cannot cope with the high Pixel resolution of Blazing Paddles – only Lazerwriter is suitable as a Lightpen input).

PADDLES ILLUSTRATOR IS FOR EVERYONE!

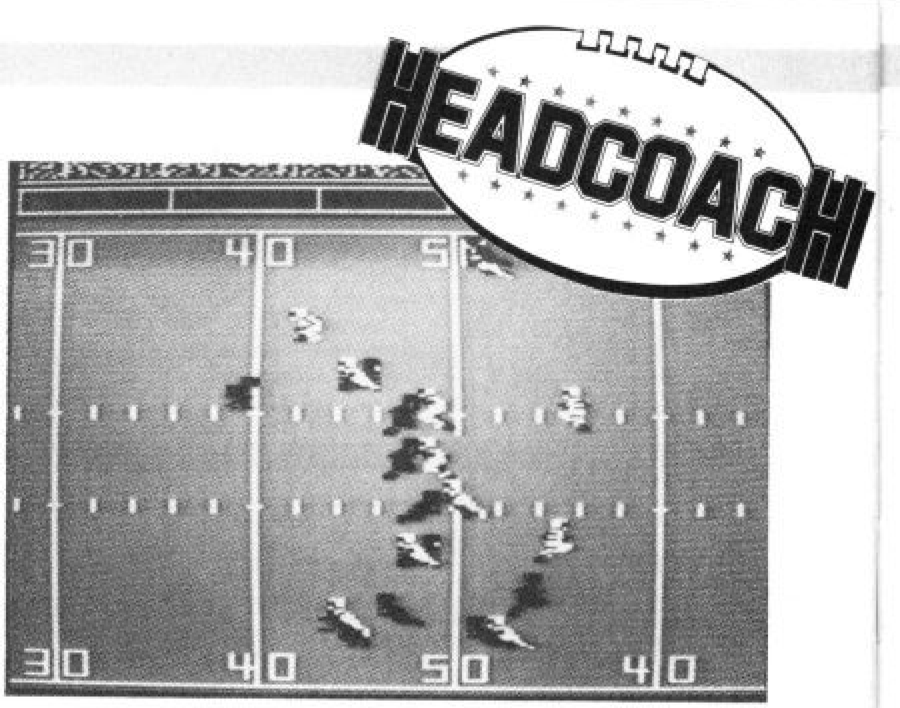
Using the Lazerwriter a child can use it as a colouring book or a computer artist can create superb graphics.

DATEL ELECTRONICS

USUALLY SAME DAY DESPATCH ON ALL ORDERS
SEND CHEQUES P.O's TO
UNITS 8/9
FENTON INDUSTRIAL ESTATE,
DEWSBURY ROAD, fenton,
STOKE-ON-TRENT TEL: 0782 273815
FAX: (0782) 264510

24 HR CREDIT CARD LINE
FOREIGN ORDERS ADD £2 POSTAGE

BUZZ



Superbowl

What will you be doing on the 25th January? If you're getting stocked up with Budweisers, Coke and burgers read on. Yes, it's the American Super Bowl, the world's most hyped sporting event. Even the British software industry is set to cash in with yet more games tied into the occasion.

From Nexus comes *US Football*, an animated yank football sim that can be played in three different ways. Head to Head involves two people (or one person and the computer) pitching their coaching skills against each other. Call the plays and watch the teams carry out the manouevre. The computer can even play itself whilst you sit and watch. Nexus claims that the game features 20 of the all-time great teams who've played in the Superbowl since 1968.

Meanwhile, from Addictive Games comes *Headcoach*, a sort of gum-chewing Football Manager. Your task, when you've sussed out your headphones, is to use skill and strategy to get your team to the Superbowl. The matches feature graphics and control over plays, and you get as many facts and figures as you can devour. Sounds just right for whiling away the hours before the early morning kickoff.



No prizes for guessing that the man with his hand on the ball (shameful) is none other than Maradona. The man who managed to miss that very same ball is Peter Shilton. The latter is now endorsing a game called Peter Shilton's "Handball Maradona", from Grand Slam software. It's a football sim, seen from the goalkeeper's point of view — you use joystick or keyboard to fling the goalie around. Despite the title, this game has absolutely nothing to do with Maradona. If I were Diego, I'd be very annoyed. If I were England, I'd have nothing to do with him either.

Bat out of hell

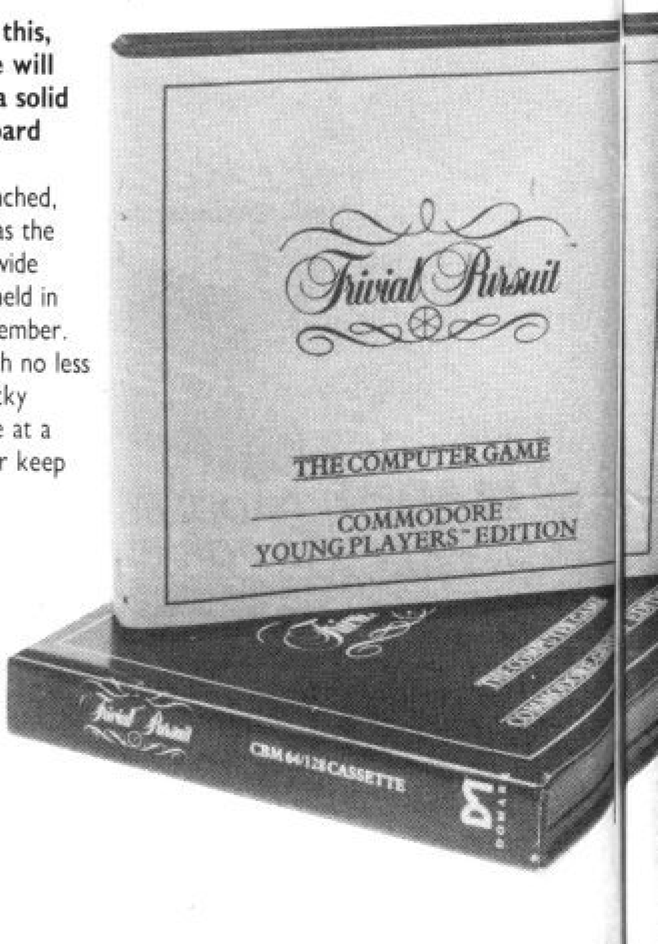
Commodore UK boss Chris Kaday is claiming that the Amiga is selling "like a bat out of hell" and says that Commodore has sold more Amigas in November than it did in the preceding six months. Whether that figure is 10 or 10,000 is still not clear.

The Amiga's late success is not surprising given Commodore's special '£500 offer' to all existing owners of Commodore machines. As predicted, the offer has now become the norm, so you'll be able to buy the basic 256K Amiga with disk drive and monitor anywhere for £1,170. By the way, Kaday also scotched rumours that a cut-down version of the Amiga would soon be offered for around £500.

Solid gold trivia

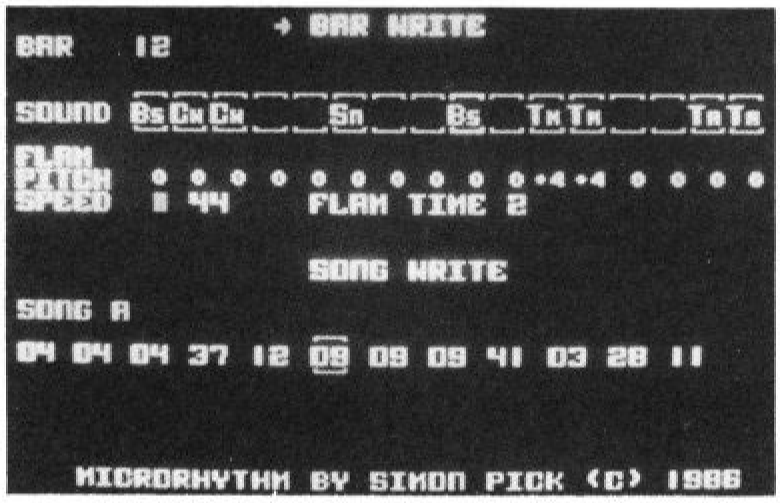
By the time you read this, somebody somewhere will have walked off with a solid gold *Trivial Pursuit* board game.

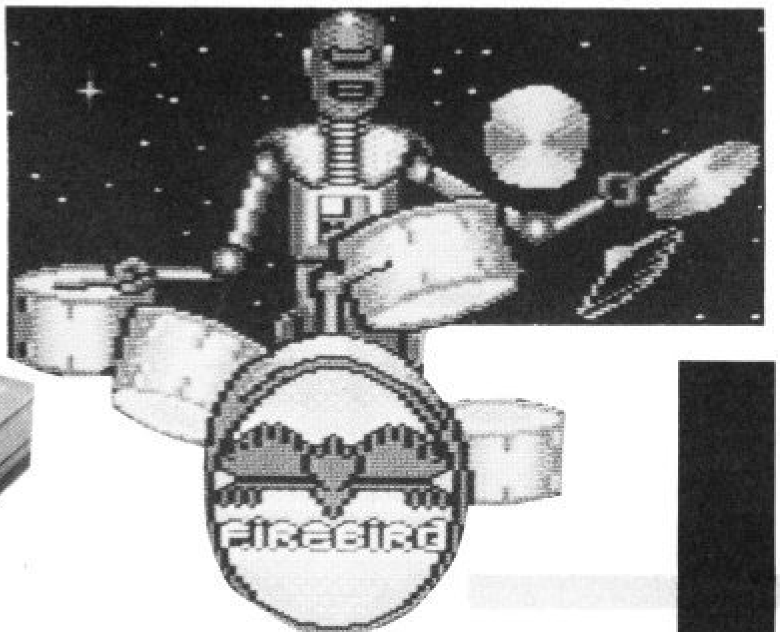
No it's not been half-inched, Domark have offered it as the first prize in their nationwide Trivial Pursuit challenge, held in London on the 13th December. It's rumoured to be worth no less than £10,000, and the lucky winner will never again be at a loss for partners — better keep an eye on the pieces.





Kelly McGillis looks like someone just took her breath away. Perhaps it was the fact that the Observer just nominated her as one of the new wave of ''big women''. One thing that certainly couldn't have taken her breath away is her image as reproduced in Ocean's Top Gun game. According to Ocean boss David 'God' Ward — ''she looks far better in the flesh''. We wouldn't argue with that David. Either way you can read a review of the game in next month's Screen Scene. Take my breath Awaaaaay! *(Someone take his Walkman away, Ed).*





Tin drum

We've been driving people mad in the CU offices (we do that anyway) with Firebird's new *Microrhythm* drum synth for the 64/128. Apart from being an absolutely brilliant sounding program, it costs only two quid. Can you afford to miss out on it?

The program features a complete set of drums — the usual ones plus three tomtoms, gong cymbol and cowbell. All the sounds are digitally sampled (and sound much better when you plug your 64 into the stereo). You also get a sequencer that lets you compose in realtime and step time. You can copy bars, turn on the metronome, use echo and lots more. Two quid? Firebird must be robbing themselves. Buy one immediately and drive your folks round the bend.

128 Drawer: Remember the Cadpak drawing program for the 64, from Adamsoft? That venerable old piece of software is now available for the 128 giving what's claimed to be truely professional facilities. Adamsoft has also converted the chart making package, Chartpak, for the 128. You can get more details from Adamsoft on 0706 524304.

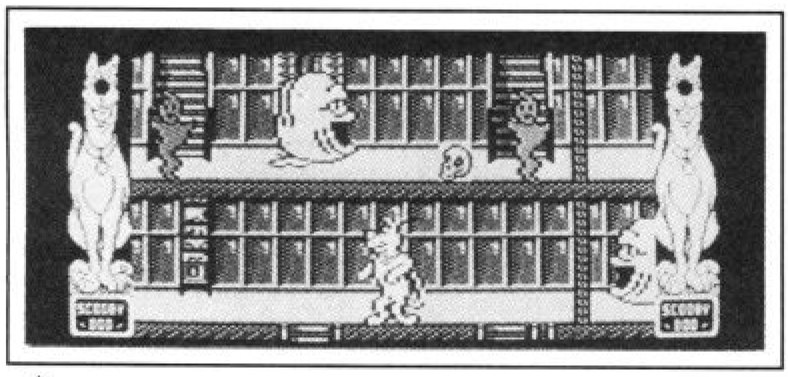
It's a Blitz: Looking for a Basic compiler for your 128? Supersoft have obligingly converted their successful 64 Blitz compiler to work on the larger machine. And you can get a copy on disk for just £29.95. Supersoft are on 01 861 1166.

64 Cheapies: Don't bother going to the Oxfam shop for cheap oldie games, you can now get them directly from the software house. If you missed out on Virgin's two classics, Strangeloop and Falcon Patrol, Bug Byte will sell them to you for just £2.99. Wait five years and you might get Gauntlet for 50p.

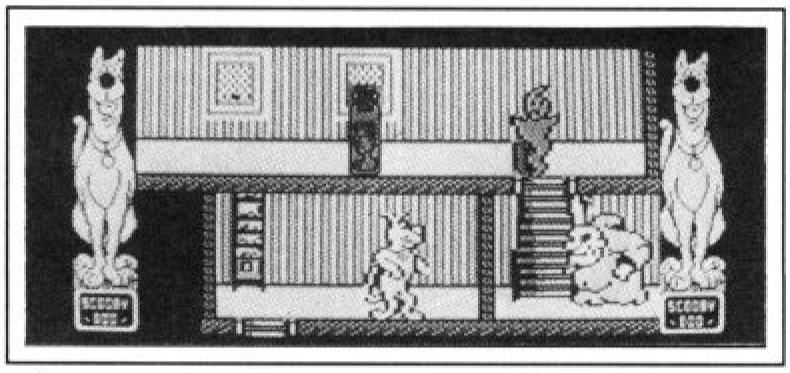
16 Makes Music: Musically minded 16 and Plus/4 owners will be pleased to hear that Tynesoft is all set to launch a synth program for your favourite diminutive machines. The 16 only has two voices (unlike the 64 which has three) but you should still be able to achieve some reasonable results. Stay tuned (groan) next month for a full review.



TV Games for 16: Blockbusters game addicts can now be clever Dicks and answer those easy peasy general knowledge questions on their C16s. Macsen Software have produced both Central TV's Blockbusters and the less successful Gold Run general knowledge quizzes for the C16. You can get them for £9.99 each. That'll wipe the smirk off Bob Holness's face.



▲ Level 3 and not a Scooby snack in sight.



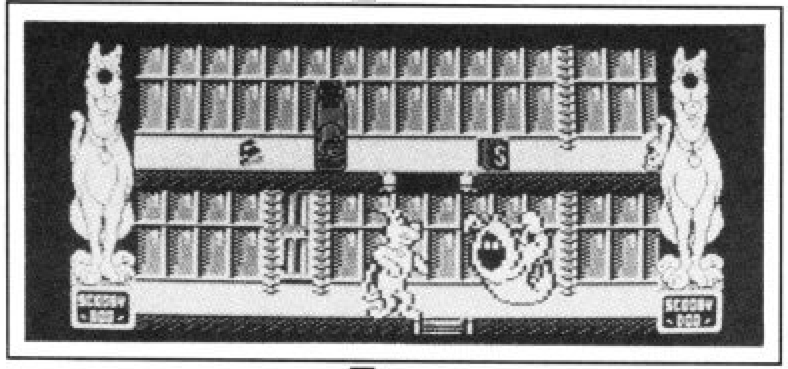
▲ Can you spot Shaggy in the jar, children?

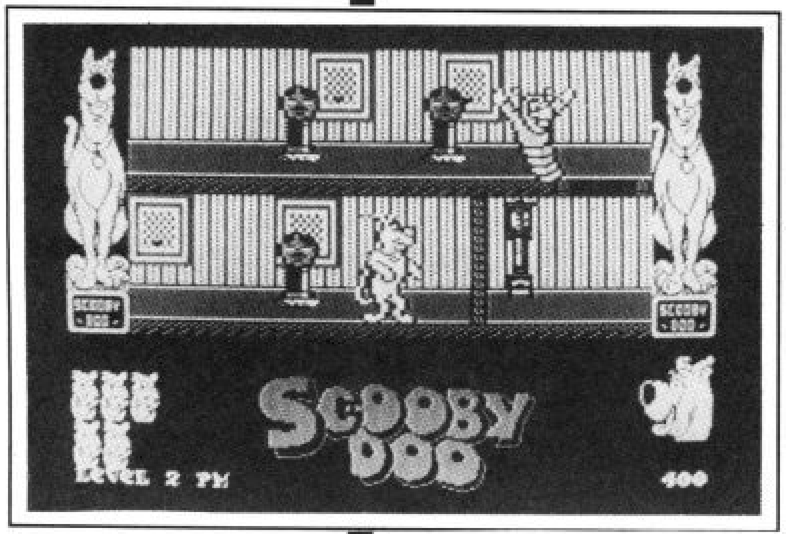
● SCOOBY DOO

ELITE SYSTEMS

Price: £9.95/cass £14.95/disk

Scooby gets ready to lay one on the ghastly monster. ▼





▲ Dead end for Scooby. Can he be bothered to find his friends?

The Scooby Doo gang are like the Famous Five without the short trousers and acne. In case you've been living in the Outer Hebrides without a telly, the cartoon fivesome consist of Velma, Daphne, Fred, Shaggy and Scooby Doo, the latter being an outsize dog with the courage of a garden snail.

Elite were pretty pleased to get the licence to do this game until they discovered that Shaggy and Fred wear flared jeans, thus condemning them to a life of sartorial misery.

Having played this game for longer than it takes Steve Davies to line up a shot, I have overwhelming evidence that it's a load of tosh. The scenario (what there is of one) goes like this. Scooby must rescue his badly-clothed mates from a haunted house. The house has four levels and one member of the gang is imprisoned in a jar, that's right, in a jar on each of the levels. Assorted ghostly nasties assail poor old Scooby on each level.

So what does Scooby have to zap the nasties with? Not a proton blaster, not a laser phaser, not even a stun gun. He punches them. He has an upper cut that would make Frank Bruno envious. But Scooby is supposed to be a canine coward. Oh well, at least Elite got the flares right.

On level one, Scooby must rescue Velma by biffing his way past spooks that appear out of doors and podgy, open-mouthed ghosts. He makes his way through corridors, up and down stairs, negotiates dead ends and holes in the floor and munches the odd Scooby snack (extra points). The idea, you see, is that this is a platform game.

Level two presents him with ghosts on springs and weirdies that look like Indian waiters bouncing up and down on a whoopee cushion. Level three introduces the ghoulfishes which look more like Cyril Smith yawning than anything else. Lastly to his master Shaggy himself, the one with the stubble on his chin. Here Scooby must punch his way through the mad monks — another variation on the Cyril Smith theme.

There is a practise mode that lets you take each level individually before trying to complete the game in one go. Practise mode is a good idea, it proves that playing the game for real may be a viable alternative to watching any programme featuring Paul Daniels.



It's a great shame that Scooby Doo is such an ancient and worn out game because the graphics are pretty good. Unlike most other cartoon conversions, Scooby is large and very well animated. When a ghost bashes him, he does a few cartwheels and then flips over onto his back, paws in the air.

The ghostly nasties are impressive creations too. Movement is smooth and Scooby can jump, duck and punch in both left and right directions. But the actual playing area on the screen is rather small and that may be a trade-off for the good animation. Sound is pretty nondescript except for the catchy tune you get on the title screen.

Scooby Doo is an attractively presented but ultimately unexciting game. it makes no attempt to cover up the fact that it's just another platform game. That said, Scooby is almost impossibly difficult to play on the higher levels, but we all know that toughness is no substitute for good gameplay.

If I were Scooby, I'd just make for the Scooby snacks and go and lie down somewhere. Velma, Daphne, Fred and Shaggy had better face up to spending a lot of time imprisoned in their jars.

Bohdan Buciak

Graphics	9
Sound	6
Toughness	9
Endurance	5
Value	5
Overall	**6**

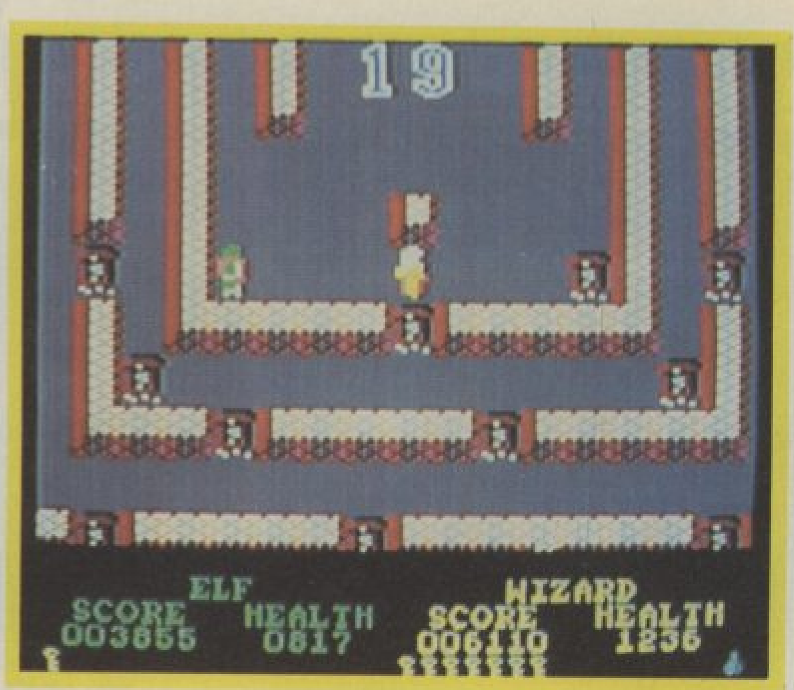
GAUNTLET

64/128
U S GOLD
Price: £9.99/cass
£14.99/disk

Screen Star







The Elf and Wizard have just nineteen seconds left to grab as much booty as possible in this Treasure Room.

Gauntlet is the ultimate ten pence gobbler. I got hooked on it on a Sealink ferry. I thought I was being dead thrifty coming home from my holidays with my English 'emergency' tenner still in sterling.

I almost made it too — until I spotted this curious coin-op with four joysticks on the cabinet and four slots all being pumped with coins by a party of French students.

It's sheer genius on the part of the arcade operators. Four players all playing simultaneously on the one machine — each with his own slot. The Gauntlet is not behind the door in asking for more dosh either. When a player is about to die it shouts out something like "Merlin is about to die". An extra twenty pence has the most amazing health-giving properties.

U S Gold have noticed the bankrupting potential of Gauntlet and put it to clever use in the advertisements for the home version. Instead of £9.99 it reads 100 × 10p in the price box.

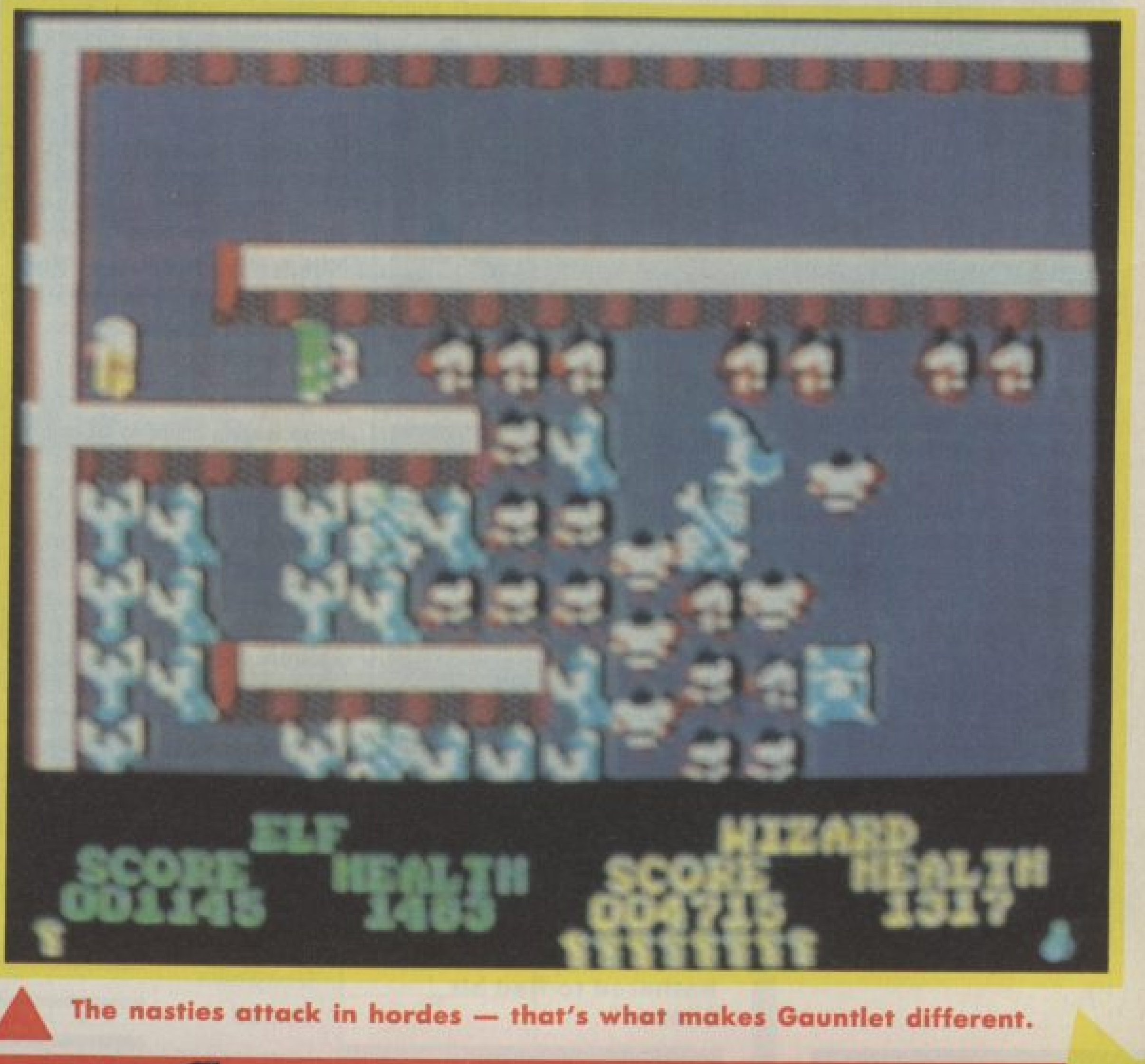
If ever there was a game worth a tenner to play at home its got to be Gauntlet. It's going to save me a fortune in ten pence pieces.

In case you've been locked in a time warp for the last twelve months or missed our Gauntlet Special in the October issue let me put you in the picture.

The game stars four fantasy characters: Thor the Warrior who downs his nasties with an axe, Merlin the Wizard armed with fireballs, Questor the Elf who is quick of foot and accurate with his







The nasties attack in hordes — that's what makes Gauntlet different.

Screen Star

Screen Star

bow, and the beautiful female warrior, Thyra the Valkyrie, armed with strong armour and a sword.

The action takes place in several hundred scrolling levels — each one roughly about six screens by six.

The game crams in just about every evil fantasy character you can imagine. There are ghosts, ghouls, leprechauns, lobbers, evil monks and even Death itself haunting the land of Gauntlet.

What makes these nasties different in *Gauntlet* is their sheer numbers, because that is the essence of the game — sheer, dogged, backs-to-the-wall scrapping. Slog it out with the hordes of adversaries until you can make an opening for yourself to escape. They programmers have certainly done that. It's chaos!

One of the most obvious ways in which this conversion departs from the coin-op is in the lack of a four player mode.

All four characters can take part — but only two at a time. There are only two joystick ports on the 64 and there's not much even the best software engineers can do about this basic fact.

There is of course, a one player option — but this is just not as much fun.

Gauntlet is at its best in the two player mode. The first few levels are a breeze but once you get into the game those ghouls start coming at you thick and fast. You have to start fighting together, planning, and helping each other out by sharing food and potions.





The stars on red squares are transporters — very useful items in Gauntlet.



The simplicity of *Gauntlet* hides a wealth of strategy needed to become a good Gauntleteer. You've got to know when to stand and fight and when to run.

Many of the nasties are produced by generators which can be destroyed by several direct hits. There is no point in trying to eliminate all of these — you would run out of health first. The secret is to know when to close down a source and when just to cut and run.

There is a large element of maze solving in *Gauntlet* which is why if I were forced to put the game in a pigeon hole I would call it an arcade adventure.

The items you collect are only slightly adventure-like. True, keys open doors and exits lead to the next level but the hidden potions are really more like smart bombs, killing anything that moves, and treasure grabbing is really only for the points.

If the bond between fellow travellers is ever put under pressure it is when you stumble across food. In theory the one who is lowest on energy should get it but I can tell you the air was blue in the CU office when one Ferdy 'The Elf' Hamilton downed a yellow flask of wine just twenty health units before Eugene 'The Wizard' Lacey expired.

But that is part of the challenge of Gauntlet. No one really wants to be a passenger — though sometimes you have to protect each other.

Transporters are essential if you are to find the exits on some of the advanced levels. These shift you from one zone to another — often enabling you to escape the nasties.

Some of the walls can be destroyed by firing at them enabling you to blast your way into an exit chamber.

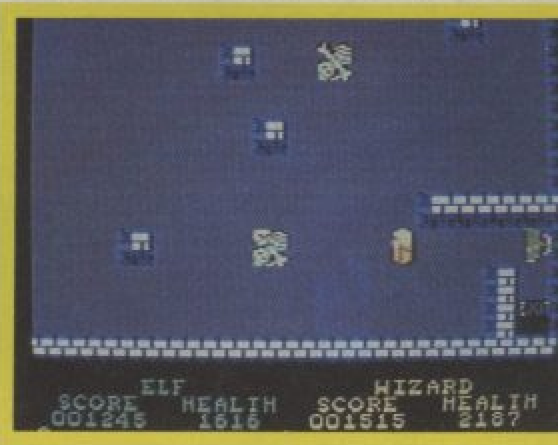
They even put in the Treasure Rooms where you can charge around upping your score and searching for potions unhindered by the nasties.

Regrettably one part of the game that the team could not get into it was the speech. Gauntlet made famous phrases like "We've not seen such courage" "Elf shot the food", or "Valkyrie is about to die". The speech is quite fundamental to the atmosphere of the game so it's unfortunate that you only get a handful of sound effects. These are adequate though you get no music. Only between levels.

There is another slight question mark — about the cassette version. We reviewed the disk version and it was noticeable that each new level was being read from disk. This probably means some sort of multi-cassette load.

But these are mere quibbles. Gauntlet is definitely the most exciting coin-op conversion ever for the 64. For sheer fun and hours of entertainment value per £1 this game is the best yet.

Eugene 'Merlin' Lacey



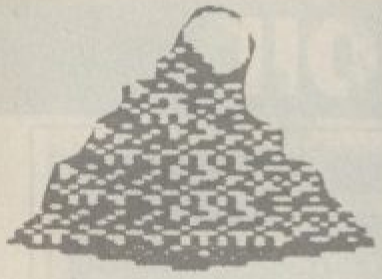
At last an exit — but only to the fifth level.

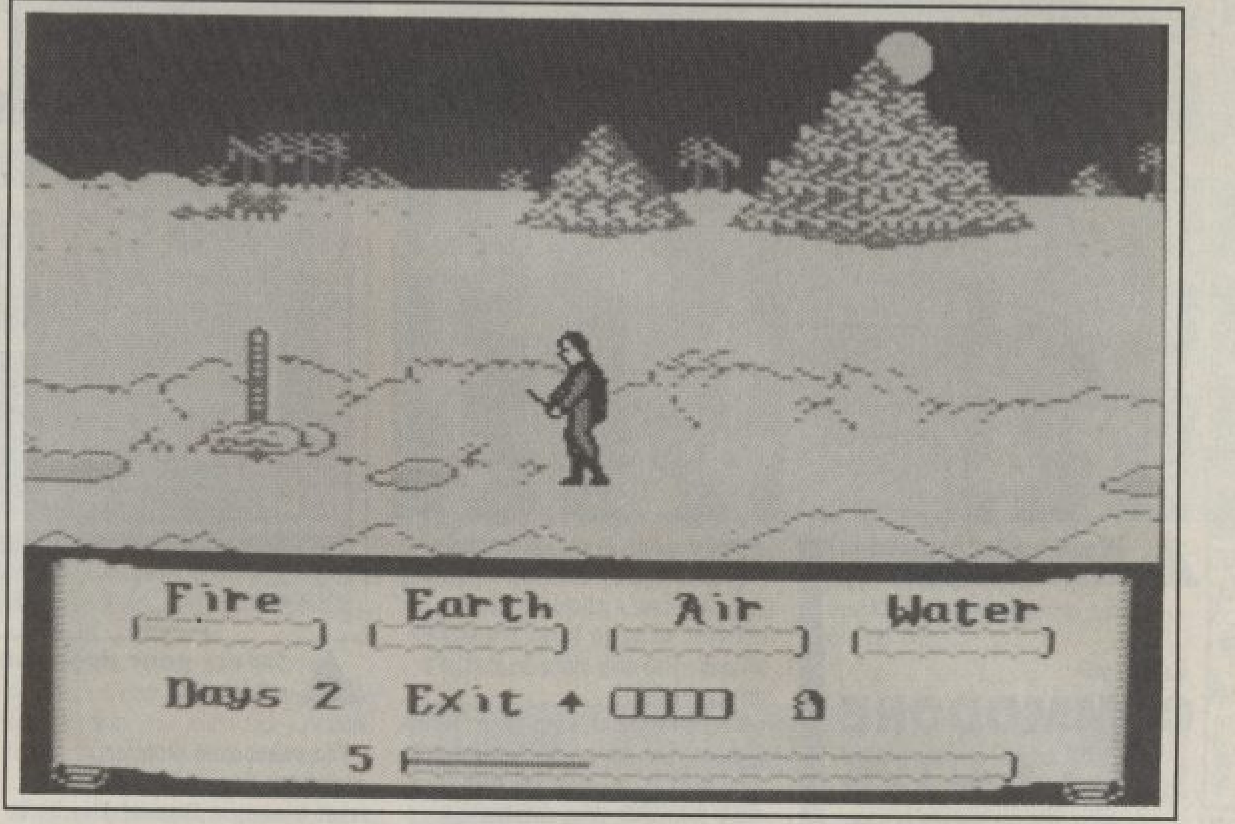
Two yellow goblets are filled with a health-giving drink — and both the Elf and Wizard need it judging from their 'health' rating.



Graphics 1 2 3 4 5 6 7 8 9 10
Sound 1 2 3 4 5 6 7 8 9 10
Toughness 1 2 3 4 5 6 7 8 9 10
Endurance 1 2 3 4 5 6 7 8 9 10
Value 1 2 3 4 5 6 7 8 9 10

9 Overall





The Chameleon blasts the nasties with his wand.

64/128 ELECTRIC DREAMS

Price: £9.95/cass

CHAMELEON

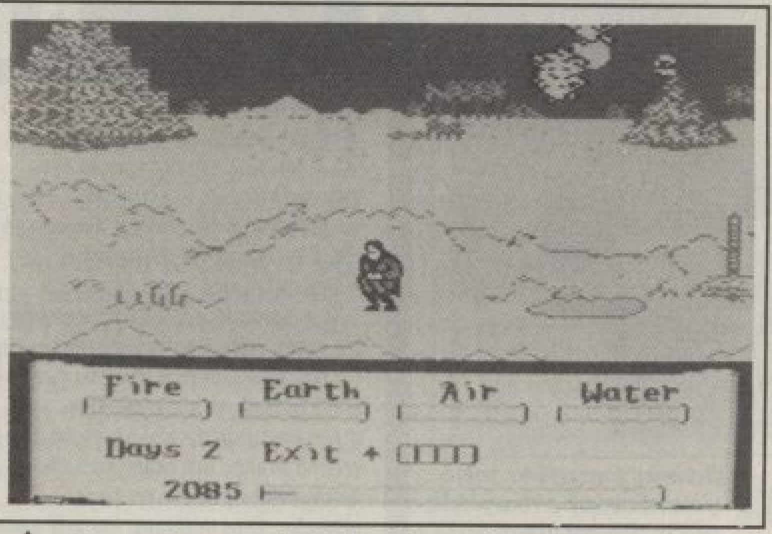


In a time when the four elements, fire, water, air and earth, ruled the land, only Chameleon dared to walk the realms. For chameleon possessed the marvellous ability to drain the elements of some of their power, and use it against them.

All the above is irrelevant. The fantastic storyline is just there to give you the impression that this is more than just a mediocore shoot-em-up.

There are sixteen realms in *Chameleon*. Each one is that bit longer and harder than the last. To complete a realm you must last the alloted amount of days. If you lose one of your three lives, you are sent back to the start of the realm. You lose a life when you run out of energy. This happens very quickly, but there are energy boosters you can collect, by shooting special enemies.

The main problem (and it is a very big problem) is that *Chameleon* just does not work as a shoot 'em up. Every time you want to shoot you have to stop, and when you stop, about four of the enemy kamikaze into you. Thus making the game a total waste of time.



I'm not sure what the Chamelien is up to here — looks a bit like he's doing a big job.

The only alternative gaming concept offered is that you can choose which weapon to use against which element. That is, will you choose to fight fire with fire, or will you opt for the drips approach and soak it with water? This sounded interesting at first, that was until I came to the conclusion that it makes no difference, and carried on using fire.

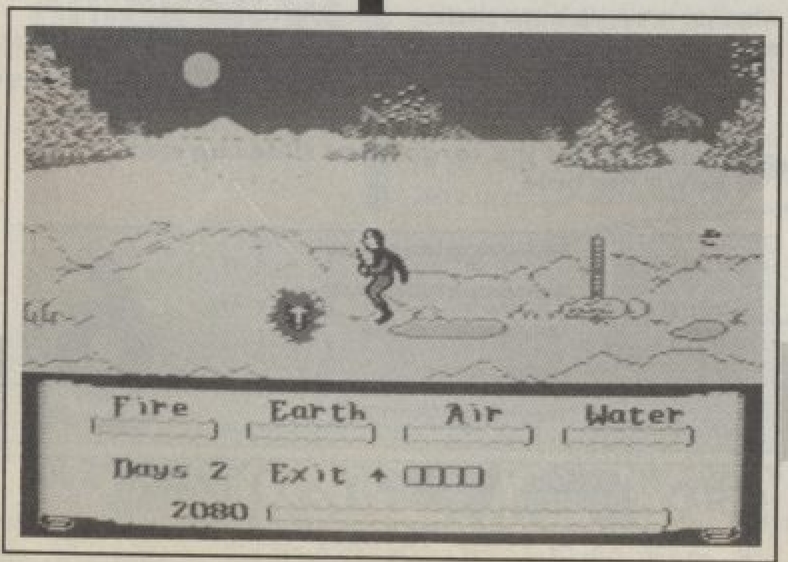
At first all this seemed like something to do while waiting for the microwave to Ding! But then I looked upon the rest of my games and realized that half-a-dozen of them were better versions of this theme. *Dropzone, Ghosts 'n Goblins,* to name but two examples of better and older horizontally scrolling shoot 'em up.

In the forthcoming battle for good software in 1987, buying this will be lending a hand to greedy software houses who seem to be masters in the art of the fast buck. If you want original software, the only way to get it is to let software houses know. Write to them, phone them up, climb on their roof and go on a hunger strike. Anything.

Graphics are nice and bright, sound is good, but it is hopelessly let down by the lame gameplay. This will not be a serious chart contender over Christmas. Will it!?

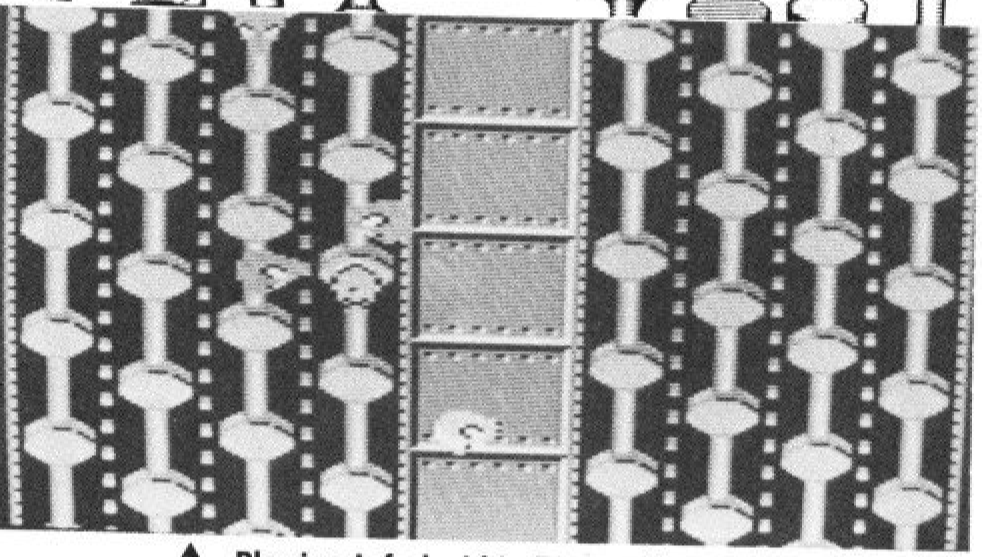
Ferdy Hamilton

Neat graphics as the moon moves behind the mountain.



Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

4
Overall



▲ Playing Infodroid is like crossing the M1

INFODROID



▲ Select your droid and equipment from a load of icons

COMMODORE 64/128
BEYOND
Price: £9.95/cass

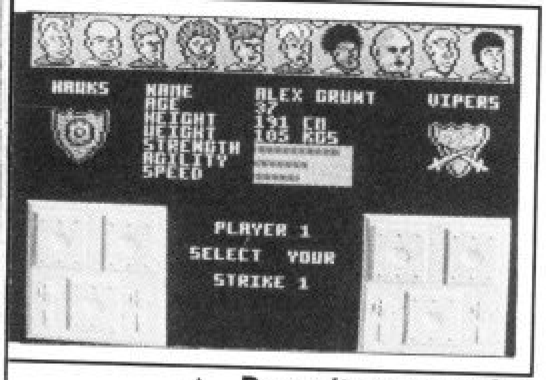
This game is well presented, has nice colour, quite good scrolling and has a choice of four different tunes to listen too whilst playing. The only thing is that it's totally boring!!

In this latest offering from Denton Designs, the guys who brought you *Shadowfire*, you play the part of a droid controller who delivers packages by guiding a droid to a certain destination, by a certain time. A sort of intergalactic DHL, if you like.

You select your droid and equipment from a load of icons — what a surprise Denton! This bit is quite confusing at first, but after two or three goes, it comes naturally. At this point you use the cube feature. This consists of a transparent cube, which will rotate when you hold down the fire-button and point the joystick in any direction.

On each side of the cube is a different feature, some blank, one

HYPABALL



▲ Doesn't matter who you choose, they all play the same

64/128
ODIN SOFTWARE
Price: £9.95/cass

Beyond the fieldsport, deep into the future of mankind lies the greatest team game in the known Universe — Hypaball". Wow, so they'll still be playing pingpong in the 21st Century? *Hypaball* is pingpong played with jetpacks.

This game is difficult to describe for mere 20th Century mortals — but I'll try. Each team (only two can play) gets three players. The grounder futuristically stays on the ground whilst the other two fly around futuristically on their jetpacks. One occupies the left zone and the other one the right. The same goes for the opposing team.

The two zones are divided by a futuristic central pillar which has a futuristic target moving slowly up and down it. The idea is to score points by hitting the target with the hardened steel sphere — a futuristic description for a pingpong blob.

The blob, sorry, hardened steel sphere, bounces around emitting futuristic plink, plink sounds. The players nearest the ball falls under joystick control. Your job is to catch the ball and throw it either to a team-mate in a better position or straight at the target. You can't move whilst you're holding the ball and the other side gets a free shot if you haven't got rid of it inside 2.5 seconds.

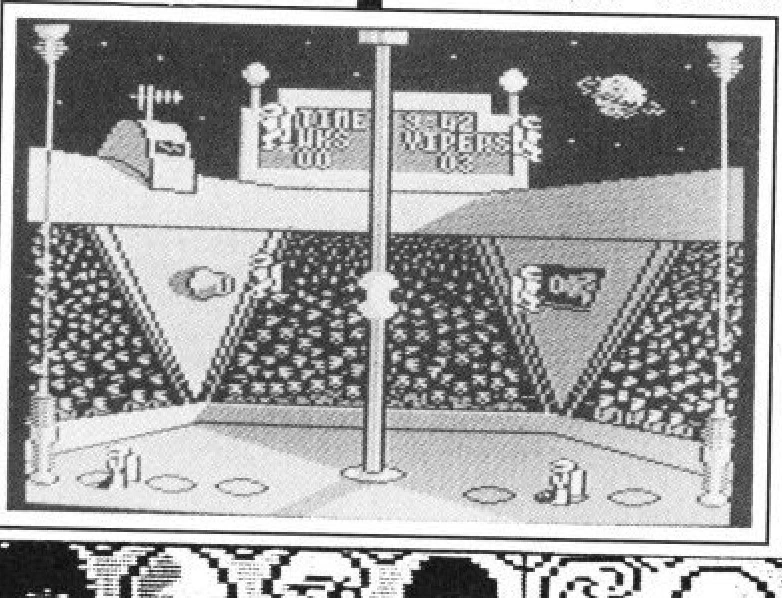
First team to 25 wins the game and gets to make the headline on the front page of The Echo newspaper that appears on screen, a futuristic idea featured in Hacker and Paperboy.

That lot may sound boring. And it is if you take the one-player option and play the computer. The computer always wins — but this is the future. The advantage is that you can watch the moves made by the computer and try to imitate them when you're playing in two-player mode. This is much more challenging and does prove that some futuristic skills are involved.

Hypaball has some nice but useless touches. You're allowed to pick your team from a choice of ten men, each one graded in terms of strength, accuracy etc. That's all well and good but whatever team you choose, there's no noticeable difference in play. Best useless touches are the automatic cheerleaders who appear out of holes in the ground, only to slide back before the two teams appear. All this is accompanied by suitably futuristic music, rather like Tomorrow's World.

Odin have done a good job of disguising the severely unfuturistic theme of a ball bouncing around a screen and have used a modicum of imagination in dressing up the game to look good. The problem is that the game itself just isn't sophisticated enough for prolonged play. Once you've mastered it you'll give a futuristic sigh and return quickly to the 20th century.

Bohdan Buciak

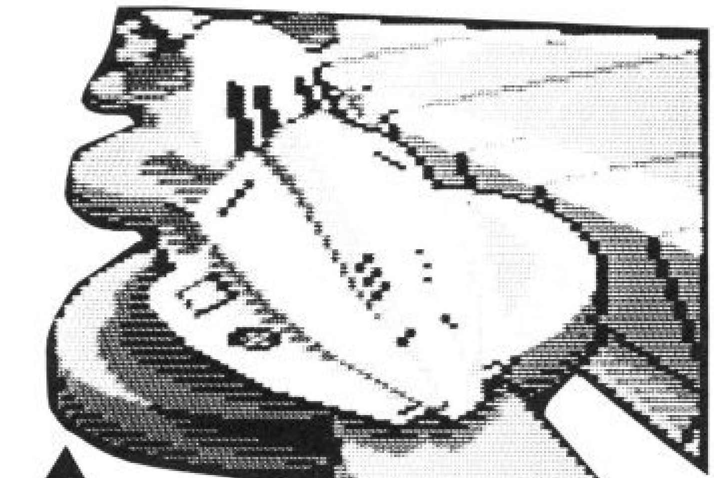


◀ You must hit the target that slides up and down the pole

	Rating (1–10)
Graphics	7
Sound	7
Toughness	6
Endurance	4
Value	6

6
Overall

INFODROID



Delivery vans were never like this

showing the status of your equipment, others showing packages to be delivered. It's all simple really, it just sounds impossible. Now you leave the room by selecting any icon from the exit side of the cube.

Once outside, you find yourself on a different screen which consists of a grey street going up the centre of the screen, and various platforms going at different speeds on the outside. When you step on a platform, it takes you up or down the road, depending on which side of the screen you are, eg. if you are on the right, you go up.

The game consists of fifteen streets, or causeways as Denton like to call them. You must use junction rooms to cross from causeway to causeway, so that you can get to different destinations. Junction rooms are marked with white arrows, whereas destination rooms are marked with the initials or names of a company. The only other rooms are garages, marked with spanners, these rooms are where you get your droid fixed.

Why would you need to do that? Well, you're not the only one cruising' the causeways, there are other droids and pirate ones which will attack you, if you are carrying a valuable package. Even though you have shields, you can be damaged so you must have a service every now and then. When you've delivered several packages and have made plenty of money, you can buy extra features for your droid. These include stronger shields, stronger penetrators (things used for jabbing other droids), and power boosters. Unfortunately, you don't seem to be able to buy lasers, which means you can't shoot anything. Shame.

The graphics on this game are good, but rather plain, just consisting of grey platforms and grids. Your droid, and all the others for that matter, are very weird, and look like they were knocked up from a Basic sprite editor.

The sound comes in the form of effects, or four tunes. Each tune has a different title, but they all sound the same to me. None of them are up to much as far as the 64 goes, but the game is even more boring without one pounding away.

To round it all off, the gameplay is non existent. There's no excitement — no urge to make you play again. It's a total flop.

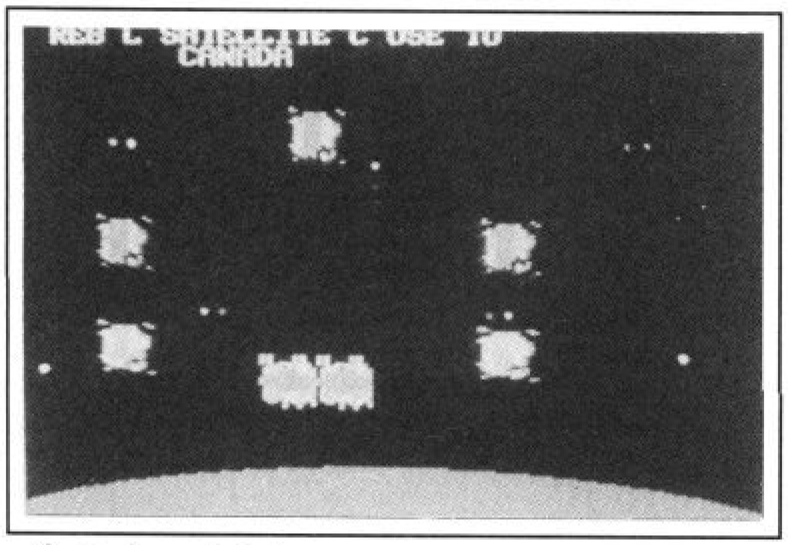
If this game gets into the charts it's either because of the name *Denton Designs* or it's been rigged.

Probably the most boring game I've seen for ages.

Chris Cain

Rating (scale 1–10)	Score
Graphics	5
Sound	5
Toughness	4
Endurance	6
Value	4
Overall	**4**

DEFCOM



Defcom falls just short of being a graphic disaster area.

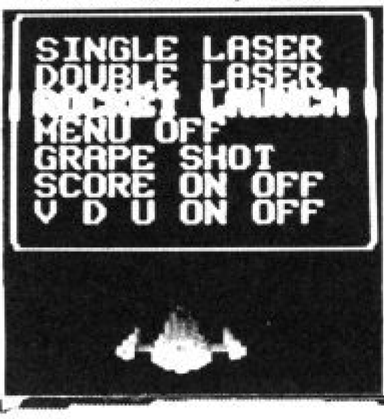
64/128
QUICKSILVA
Price: £9.95/cass

You've all heard of StarWars, no not the film, the real life battle to put weapons into orbit around the Earth. Well *Defcom* takes the saga to its logical conclusion.

The Orbiting Strategic Defence Initiative was designed to protect Man from himself, and seemed to be foolproof! One day however, a fatal flaw was revealed, aliens took over the system and used it to wage war on the Earth. Only one man can save Earth from total destruction, and with a few basic armaments and your trusty (or should it be 'rusty?') spacecraft you set out to meet the aliens.

You have just 80 seconds to wipe out the alien's first wave of attack, and a further 80 seconds to knock off the offending satellites. Even then your job is not finished, the aliens don't take too kindly to being thwarted by a mere Earth Man and redouble their efforts.

Graphically, Defcom would have been a total disaster, save for the excellent view of the Earth rotating beneath you, clearly showing continents and oceans. Your spaceship looks nothing like the



lavish cover illustration, more like a sock that's grown wings. The laser fire takes the appearance of distorted frisbees!

The alien craft are a little more imaginative, though. Various spiky objects attack you in waves, much like those in *Uridium*. Messages appear from time to time on the screen, informing you of where you ought to be, but it's difficult to blast aliens and at the same time navigate your ship to the appropriate continent. Hesitate and you risk being hit by a fireball — decidedly fatal.

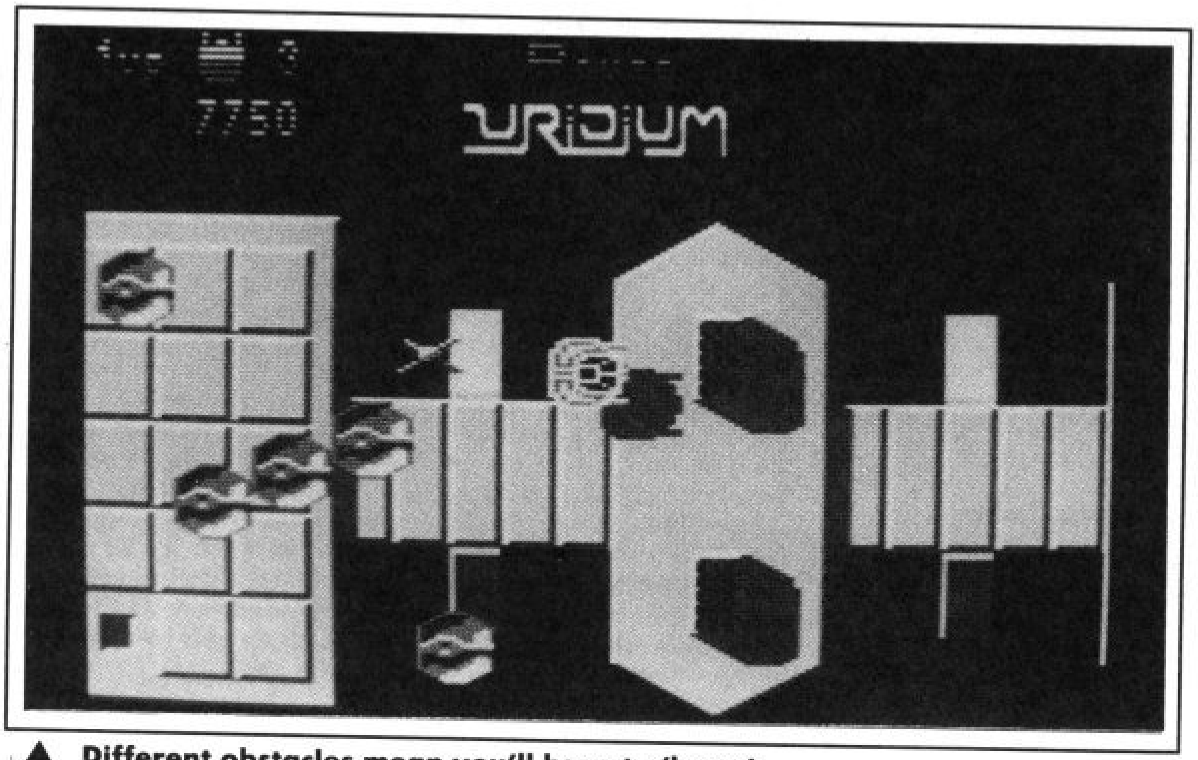
Should you manage to score over 1000 points, you are rewarded with a more powerful laser, and guided rockets to knock out the satellites.

I found the music quite impressive, a catchy tune that didn't repeat itself too frequently, while capturing the game's futuristic flavour.

I wasn't too impressed with the game though, I thought we'd left this sort of trivia behind yonks ago. Personally, I was bored to tears after ten minutes. Only dedication to duty forced me to give it a crack!

Fred Reid

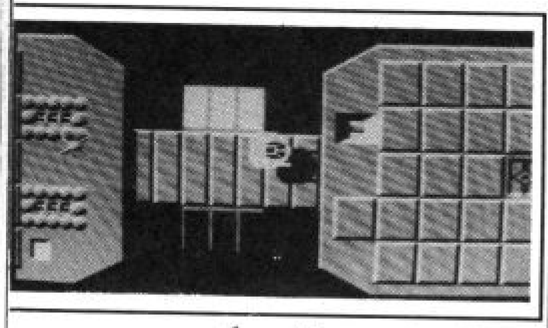
Rating (scale 1–10)	Score
Graphics	6
Sound	5
Toughness	5
Endurance	2
Value	4
Overall	**4**



Different obstacles mean you'll have to 'learn' the Dreadnoughts again

● URIDIUM PLUS

64/128
HEWSON
Price: £8.95/cass



The nasties fly at you in new and varied formations

Uridium certainly caused a stir when we reviewed it back in March, so much so that Andrew Brybrook, the game's creator, has revamped it for a new lease of life. If you missed our review and never played the original game, Uridium has to be the ultimate 64 shoot-em-up with 15 screens of the fastest, cleanest and meanest action you're ever likely to see outside a 10p-hungry coin-op.

Andrew's trademark (often copied, rarely equalled) is shiny metal and shadows, which both feature heavily in this sequel.

The action takes place above the surface of a fleet of Super Dreadnoughts, alien ships sent to plunder the Galaxy's mineral resources. Each of the 15 Dreadnoughts in orbit around a planet are designed to extract the particular mineral, from which it takes its name.

The surface of each Dreadnought is littered with aerials and air vents, all of which have to be avoided, and the ship is protected by fleets of fighters and homing mines. Your objective is to reach the Dreadnought's landing strip and activate its self-destruct mechanism.

The Dreadnoughts scroll horizontally beneath you, exposing a complicated array of air vents and communication aerials, all of which have to be avoided — on higher levels, the gaps are so small you have to flip your ship on its side to squeeze through.

The enemy fighters are nowhere near as manouverable as your Manta, but have the advantage of numbers and surprise on their side. Surface features can be straffed for extra points, grounded enemy fighters and surface defences readily fall prey to your twin guns. Homing mines are another major headache, they pop out of their bunkers (occasionally in pairs) and track you incessantly for a few seconds before detonating. Many a time I've run headlong into an air vent while trying to out-mavouver one of those dratted mines!

The enemy attacks come in waves of up to six fighters, in a variety of formations. A useful tip here, the speed of an enemy wave is proportional to your speed as they appear! As you near the end of the Dreadnought you will see the landing strip stretched out beneath you. Once you reach it you can land, or hang on and build up your score (the bonus Mantas every 10,000 points are well worth going for) but watch out, the enemy fighters get more vicious the longer you hang around! Landing is simply a matter of lining up your fighter and crossing the threshold — descent and docking are automatic.

Bonus time! Nothing too taxing here, a quick round of 'double or quit' decides your bonus while allowing you a brief respite from the battle. Whatever your level of skill here, the end result is the same — all your bonuses are totalled and the Dreadnought's self-destruct mechanism is primed. Your final task is to fly back over the disintegrating vessel and strafe any remaining surface features. No obstacles this time, just a straight run back to the other end of the Dreadnought and the level is completed!

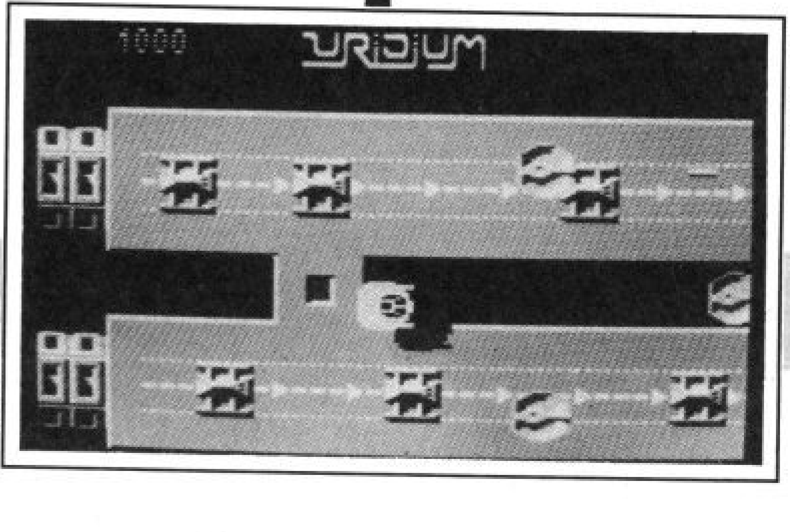
How does it compare with the original? Well, there's no difference in the way the game plays so it all comes down to the Dreadnoughts themselves. All the Dreadnoughts have been totally restyled, so if you've 'learnt' the originals, you'll be in for a bit of a shock!

The only other difference I can detect is in the landing procedure. In the original, you had to wait until the 'Land Now' indicator flashed, while in the new version you can land anytime.

Talking of bonuses, alongside Uridium II you get an improved and faster version of *Paradroid* thrown in for free! Paradroid is another of Andrew Braybrook's successes dating back to the end of 1985, a frantic battle to gain control of a space freighter overrun by the ship's misguided droid crew. The game features superfast eight-way scrolling, spherical antigrav propelled droids, and the now familiar shiny metal look.

Well, there you have it — 15 new Dreadnoughts to contend with and a superfast Paradroid, both featuring arcade quality graphics and action of a standard not often seen on the humble 64. Much as I abhor the term, both Uridium and Paradroid are certainly addictive in the extreme! Even if you already own the originals I would recommend rushing out and grabbing a copy, if only to complete your collection.

Fred Reid



The good old Manta flies yet again — great zappers never die

Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

8
Overall

TERRA CRESTA

64/128
OCEAN
Price: £8.95/cass

Shoot the number 2 in the bunker to win an extra piece of ship.



I've never before seen my screen sizzle to the sound of so many frying aliens.

It's simply incredible. I just don't know how Dave 'Green Beret' Collier could get so many objects moving on screen all at the same time. As if that were not achievement enough it all happens to the accompaniment of a fast moving Martin Galway sound track and simultaneous sound effects.

The Ocean team have really excelled themselves with this one.

The only way I can think to describe it is like *1942, Warhawk, Parallax* and *Uridium* all rolled into one game. But faster and with better sound and music.

Some of you may have played the original coin-op from Nichibutsu — which in turn was the sequel to the well known Moon Cresta.

For the uninitiated it's a vertically scrolling shoot 'em up of the highest order.

Your objective is to build up your ship until it reaches the status of Terra Cresta. This will enable you to go and take on enormous alien robots that fly onto the screen at the end of each attack wave.

Since Terra Cresta, a lot of these build-your-ship-as-you-fly games have appeared — Nemesis being the best known.

To win the extra fire power in Terra Cresta you have to shoot up the Silo dumps that appear every so often. There are six different segments — each adding considerably more fire power.

Believe me when you get that sixth bit you can really start wasting aliens like it was going out of fashion (No chance of that).

With all six lasers blasting your ship looks more like a shower nozzle with the tap on full.

But when those aliens get mean you are going to need every last bit of laser fire you can muster.

You will also need to dodge continuously. There is so much flak coming at you — to say nothing of the floating mines and tracker bombs

XEVIOUS

64/128
U S GOLD
Price: £9.99 cass
£14.99 disk

When Xevious first arrived in the arcades the reviewers trotted out all the usual cliches about state-of-the-art graphics, addictiveness, entertainment — the works.

The reviewers loved it. To the punters it looked like just another vertically scrolling shoot 'em up. This does the game an injustice but it is certainly true that it will never set the world alight.

It is somewhat strange therefore to see the licensed conversion coming out from the US Gold stable at the end of 1986.

This is probably evidence of the head-long rush to convert any coin-op that moves. Actually it is slightly more sophisticated than that for Xevious is not just a coin-op, it is a shoot 'em up t'boot. The two magic ingredients for making big bucks in games this year.

The cassette inlay tells you an amazing yarn that I certainly wasn't aware of when I used to put my Dad's hard-earned into this cabinet.

Apparently the technologically advanced Xevious people had to scarper from planet Earth just before the Ice Age (if they were that bright you'd think they'd have heard of hot water bottles). Several million years go by. The Xevious people decide they don't like 'N' — other place in the galaxy and they want to kick us out, and recolonise the Earth. (The cheek of it!).

Your services are required. (What me again?) to pilot the Solvalu Super Spacecraft and go and knock the stuffing out of these so and so's and keep the Earth a fit place for a generation of CU readers to live in.

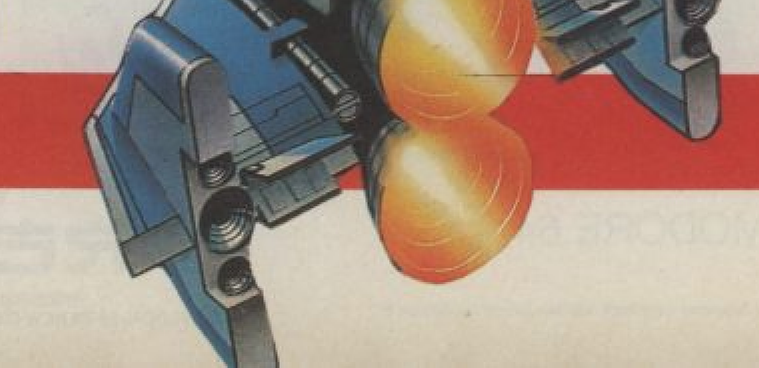
Like all shoot 'em ups it starts easy. The first wave of nasties are those disk-shaped ones that seem to be all the rage at the moment. You know the sort, the metalic ones that look like a half-sucked Smartie.

These are graphically disappointing. They looked superb in the coin-op all shiny metal. I don't know why they couldn't have been so in the 64 version as well. Lots of other games — *Parallax* and *Uridium* for example — seem to have no trouble creating this effect.

In fairness the graphics do quickly improve. The Xevious Attack Ships

Polo-like aliens buzz the Solvalu Fighter constantly in Xevious.







Transform Mode separates the ship into however many pieces you have acquired — essential to kill certain of the aliens.

— that to stay still spells sudden death.

At first the aliens ease down the screen at you from top to bottom. This doesn't last for long though. Pretty soon they start coming at you from the sides as well — and the giant robots scroll up from beneath you.

The graphics of these giant aliens are stunning. One of them I saw had large 'Snapper' claws that were opening and shutting. Another was spewing out protection mines — forcing me to dodge it all the time.

The ground graphics deserve a special mention. Collier has used the metallic building effect that characterised Parallax. There are also some impressive Dinosaurs crawling amongst this futuristic planet that turn skeleton when hit.

Another neat piece of graphics is the 'Transform Mode'. This enables your ship to reform itself to attack certain types of aliens. Some of them can only be killed in certain modes you see — so there is a bit of grey matter involved as well.

What I particularly like about the Transform Mode was the sweeping arcs of laser fire that shoot up-screen. Brilliant.

Just one gripe — no two player mode. Apart from that it has everything else you need — including a high score table with a separate Galway sound track which, if anything, is better than the one in the game itself.

I am loath to say this in an issue stuffed full of so many superlatives but I will — the game deserves it — this is one of the best shoot 'em ups



Terra Cresta is fully assembled to take on the giant enemy Robot Ship with its six Fighter Drones.

money can buy. It's a shame we saw it too late to put in the Superstars supplement. It would have charted highly.

If you are in the market for a shoot 'em up I would seriously consider *Terra Cresta*. At least until *Nemesis* is available.

Eugene Lacey

Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

8 Overall



A crater appears in the ground as the Solvalu bombs the Xevious base.



The spinning mirrors cannot be shot — dodging is the order of the day.

are nicely drawn and the spinning mirrors are execellent.

The Solvalu has to destroy Xevious ground positions as well as coping with the onslaught of continuous air attack.

Bombs are dropped on the enemy positions by pulling back on the stick and pressing fire. The target must first be dead-centre in the sights which are constantly in view, a little in front of your ship.

It's very neat when you hit a ground target. A crater appears where the building used to be.

Alien flak is very difficult to see — another reason why you have to keep your eyes peeled.

If you survive all the aliens can throw at you, you will eventually reach the Andor Genesis — Mother Ship. You will need to score a direct hit on her central reactor to immobilise her. But this will not be easy as the Xevious air forces will attack more vigorously than ever.

Xevious has plenty to recommend it. With one or two reservations I would say the programmers have achieved a reasonably accurate conversion.

The real point about the game is that it has been superceded by a new generation of coin-op shoot 'em ups. I am thinking of the Nemisis-type games where your ship gets souped-up as you fight by 'winning' extra lasers.

Of these two latest shoot 'em ups to be reviewed Terra Cresta owes the most to this 'new wave'.

Having said that — I don't think I would be pumping ten pence pieces into Terra Cresta either — even in the unlikely event of spotting one in my local arcade. If it's old in the arcades — it's old on the 64 too. Gamers want a lot. They want the latest coin-ops to play at home now.

That's what we want Ocean, U S Gold, Elite. Can you deliver?

Eugene Lacey

Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

6 Overall

THE · LAST

NINJA

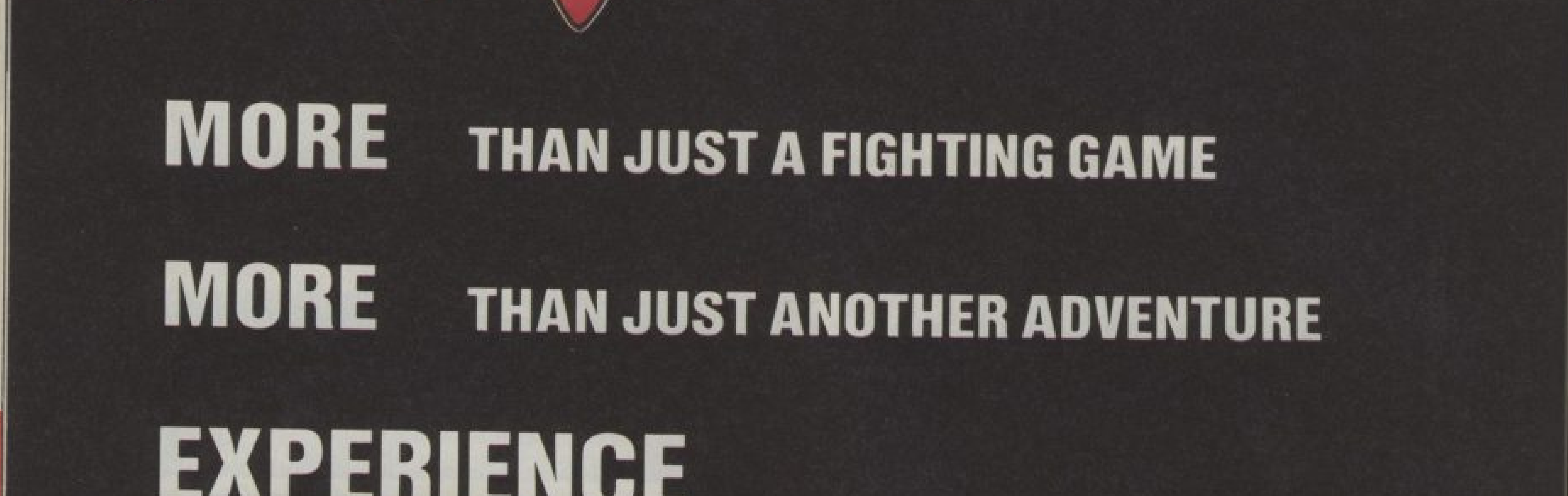


MORE THAN JUST A FIGHTING GAME

MORE THAN JUST ANOTHER ADVENTURE

EXPERIENCE

THE STATE OF THE MARTIAL ARTS



THE FACTS

With over 125 different screens, 300 k of programming, more than 1,000 sprites, you take control of The Last Ninja with an option of sixty different moves if you can find the right weapons.

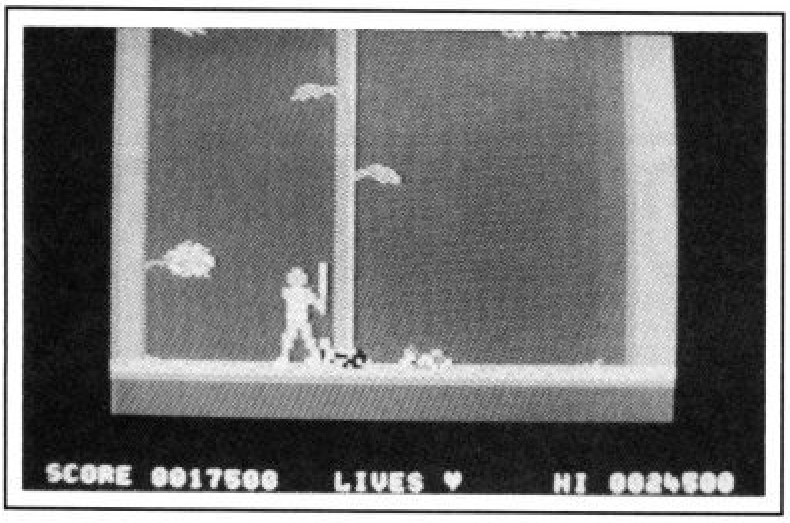
Fight Samurais with swords, pit your wits against different guards or fight hand to hand against karate experts. You are armed with stars, swords, Ninja magic, nunchkus, staffs, spears, even good luck charms to defeat evil. Find the Ninjitsu scrolls and kill the evil shogun, dragons, bears, dogs and other such evils that will try to prevent you. You cannot fail, you are THE LAST NINJA.

Available from Jan 31 on the C64, Spectrum, Amstrad, Atari ST & 800

SYSTEM 3 – GOING BEYOND THE THRESHOLD

S Y S T E M 3

Davis House, 29 Hatton Garden EC1N 8DA. Tel. 01 831 7403, Telex 896691/H675.



Leg-end of Kage — (Sounds like a cheap cut at Dewhursts to me. Ed) — just about sums the game up I guess.

● LEGEND OF KAGE

64/128
OCEAN SOFTWARE
Price: £9.95

Saying that the *Legend of Kage* was influenced by Shaolin's Road, would be an understatement. It is almost Shaolin's Road. It also happens to be a karate game.

Ocean obviously weren't too bothered with the outcome of this game, it was barely advertised and was not even programmed on their premises, which has reflected on the quality of this game.

Most of us still enjoy a good karate game but have learnt to despise a bad one. The Legend of Kage unfortunately falls into the latter category. The plot is about as interesting as reading a buspass. You have to save Princess Kiri, who has been captured by the evil dragon king.

Kage, (that's you), starts the game in the forest, armed with a sword and some deadly Chinese stars. Kage has the amazing ability to jump sixty feet into the air and land on tree branches, rather like the characters in those Seventies budget karate films.

Jumping is a wise move for Kane, as he cannot be hacked with a sword by any of the King's guards while in the air. The thing Kane is almost always defenceless from are the enemies' stars. According to the instruction manual, you can pull down to duck the stars, but that is impossible because of the slow movement.

On the subject of the control method, this is one of the games main faults. As I previously mentioned the reaction is very slow. The problems don't end there.

To use the sword you must hold the fire-button down and to throw the stars you must lightly tap it. This, as you can probably foresee, causes problems. There you are trying to throw a star at someone and instead you just pull out a sword and wave it in the air. It causes severe loss of lives.

The enemy ninjas (who are the low-down bums of the squad) come in two forms; red and blue. The blue ninjas will stab you with their sword if they get close enough, and tend also to lob stars at you. The red ninjas will do as the blue ones, but have the added ability of blocking your stars. You must kill three red ninjas, before you meet the first blue wizard.

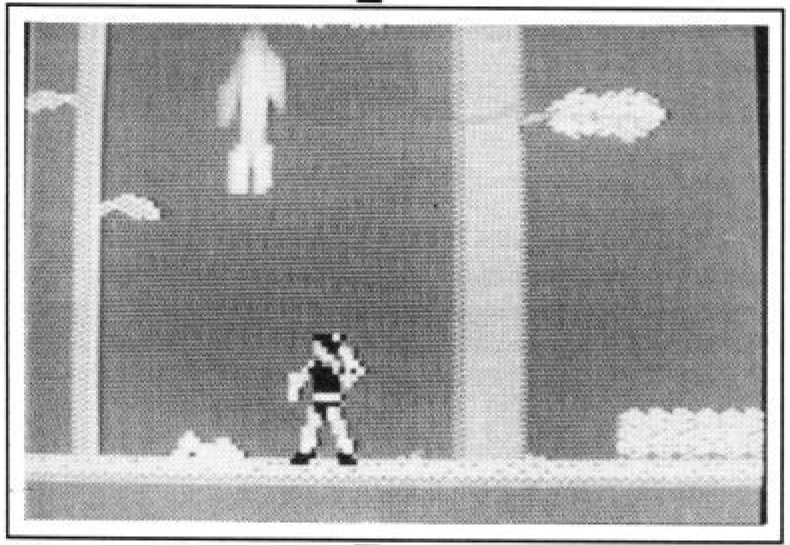
The wizards possess the ability to breathe fire at you, so don't get too close. When you eventually kill three blue wizards you will then meet a red wizard, who is a more practised version of the blue one. Nice all this colour-coding.

If you ever do get past the forest, you will arrive at the moat of the castle in which the princess is imprisoned on the top floor.

Legend of Kage has one little kink worth mentioning. On the first level, somewhere in the midst of the tree branches is hidden a prayer wheel. If you get this and manage to land back on terra firma successfully, you will find all enemies die upon entering the screen. This lasts for a couple of seconds and nobbles around ten ninjas.

Graphically this game is awful; poorly defined sprites, the dullest of dull backdrops. Sound is sparse, no in-game tune. The theme is a much worn out one. It is over-priced. Six good reasons why this isn't a wise buy.

Ferdy Hamilton



Naffest graphics yet on a full price beat 'em up.

Rating	Score (1–10)
Graphics	6
Sound	4
Toughness	7
Endurance	6
Value	3
Overall	**5**

SHEKHANA COMPUTER SERVICES

ORDER BY CREDIT CARD HOTLINE (ACCESS OR VISA) 01-809 4843

Gauntlet D2	7.95
Exp. Fist II D2	7.50
Bazooka Bill D2	7.50
Paper Boy Ds	7.50
Scooby Doo D2	7.50
Trap Door	5.95
Infiltrator D2	7.50
Strike. F. Harrier D2	7.50
Konami's Hits D2	7.95
Sentinal D2	7.50
Ace of Aces D2	7.50
Vietnam D2	7.95
Labyrinth D2	7.95
Star Glider D3	12.95
Sky Runner D2	7.95
Shao Lins Road D2	7.50
Marble Madness D2	7.95
Avenger - Tiger II D2	7.50
Lightforce D2	6.75
Knuckle Buster D2	7.95
Future Knight D2	7.50
Jewels of Darkness D2	12.95
Trailblazer D2	7.50
Yie Ar Kung Fu II	6.75
Silicon Dreams D2	12.95
Judge Dread D2	7.50
Tracker D3	12.95
Leaderboard D2	7.50
Sacred Antriad D2	6.95
Golf Cons. Set D2	9.95
Dandy D2	7.95
Tobrux D2	7.50
Xevious D2	7.50
Druid D2	5.95
Cyborg	6.95
Uchi Mata D2	7.50
Tracker D3	12.95
Saracen D2	7.50
Hypaball D2	7.95
Tempest D2	7.50
Kayleth D2	7.50
Super Huey II D2	7.50
Durell Big 4	7.95
Champ. Wrestling D2	7.50
Centurians D2	7.95
Batallion Com. D2	7.95
Temple of Terror D2	7.50
Headcoach	7.95
Gobots D2	7.95
Jail Break D2	6.95
1942 D2	7.50

Commando 86 D2	7.50
Elite D3	12.95
Transformers D2	7.50
Bomb Jack II D2	7.50
Ikari Warriors D2	7.50
Thanatos	7.50
Foot'ler of Year D2	7.50
Top Gun	6.95
World Games D2	7.50
Tomahawk D2	7.95
Trivial Pursuit D4	12.95
T.P. Young Edit. D4	12.95
Question Pack	7.95
Crystal Castle D2	7.95
Breakthru D2	7.50
Master Universe D2	7.50
Boulderdash Kit D2	7.50
Sword of Samurai D2	7.50
Firelord D2	6.75
Stole A Million D2	7.50
Hacker II D2	7.50
Aliens D2	7.95
Tarzan D2	7.50
Deactivators D2	7.50
Sold A Million 3 D2	7.95
Elite Hit Pack D2	7.95
Cobra D2	6.95
The Great Escape	6.95
Spy vs Spy 3 D2	7.50
Leader Tournament	4.99
Now Games 3	7.95
Mumbles-Superspy	7.95
Adam Caveman D2	7.95
Polar Pierre D2	7.95
Sigma Seven	7.50
Highway Encount. D2	7.50

UTILITIES

Action Replay Mk.II	24.99
Fast Hack'em	19.99
Doubler	11.95
Physical Exam 1541	38.95
Dolphin Dos	67.50
Disc Disector V5.0	28.95
Quick Disk +	18.95
Final Cartridge	39.00
Expert Plus Esm	37.50
Freeze Frame Mk.3.B	38.95
Fast Load Cart.	24.95
Power Cartridge	39.95
Azimuth Alignment	8.95

DISKS

Crosscheck	12.99
221b Baker Street	12.99
Mind Pursuit	12.99
Video Title Shop	12.99
Alternate Reality II	17.50
Printmaster	29.95
Newsroom	39.95
The Pawn	17.50
Flight Sim. II	45.00
Leather Goddesses	24.95
Hitchhikers Guide	24.95
Wishbringer	24.95
Enchanter	24.95
Sorcerer	24.95
Spellbreaker	24.95
Deadline	24.95
Witness	24.95
Suspect	24.95
Ballyhoo	24.95
Moonmist	24.95
Star Cross	24.95
Suspended	24.95
Planetfall	24.95
Infidel	24.95
Seastalker	24.95
Cut Throats	24.95
Leader Tournament	9.95
Rocky Horror C128	12.95
Mind Forever C128	34.95
Trinity C128	34.95
Last V8 C128	4.99

*** JOYSTICKS ***

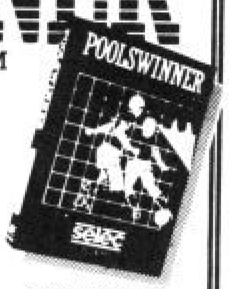
Joyball	24.95
Cheetah Mach 1	14.95
Pro Ace	11.95
Elite	14.95
Micro Ace	15.95
Micro Pro	16.95
Arcade	18.95
Sureshot (Standard)	16.95
Elite (Autofire)	18.95
Professional (A/F)	19.95
Sureshot Deluxe	19.95
Arcade Turbo	23.95
Konix Joystick	12.99
Quick Shot II	8.99
Quick Shot II Plus	12.95
Quick Shot II Turbo	13.95
Comp Pro 5000	14.95

Also available on disk. **D1 = £11.95; D2 = £12.95; D3 = £14.95; D4 = £17.50; D5 = £22.50**
All prices include p&p in U.K. Europe add £1 per tape, elsewhere at cost.
Cheque/P.O. payable to S.C.S. (CU). P.O. Box 394, London N15 6JL. Tel: 01-800 3156
If you would like to pick up your discount software from our shop, please produce your copy of this advert for above discounts to S.C.S. 221 Tottenham Court Road, London W1R 9AF. Nearest tube station Goodge St.
Open 6 days a week 10.00 a.m. — 18.00 p.m.
Barclaycard and Access Hotline Ring 01-809 4843/631 4627.
Credit card orders despatched same — subject to availability.
* New releases subject to availability from software houses.
Please ring for availability.

VISA

POOLSWINNER

THE ULTIMATE POOLS PREDICTION PROGRAM



- **MASSIVE DATABASE** Poolswinner is a sophisticated Pools prediction aid. It comes complete with the largest database available – 22000 matches over 10 years. The database updates automatically as results come in.
- **PREDICTS** Not just SCOREDRAWS, but AWAYS, HOMES and NO SCORES.
- **SUCCESSFUL** SELEC guarantee that Poolswinner performs significantly better than chance.
- **ADAPTABLE** Probabilities are given on every fixture – choose as many selections as you need for your bet. The precise prediction formula can be set by the user – you can develop and test your own unique method.
- **SIMPLE DATA ENTRY** All team names are in the program. Simply type in the reference numbers from the screen. Or use FIXGEN to produce fixture list automatically (see below).
- **DISC/MICRODRIVE COMPATIBLE** Tapes supplied with conversion instructions.
- **PRINTER SUPPORT** Full hard copy printout of data if you have a printer.

Boxed, with detailed instruction booklet

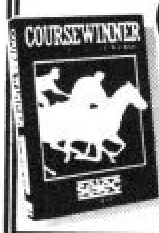
PRICE £15.00 (all inclusive)

NOW AVAILABLE

FIXGEN 86/7

AT LAST: No more struggling for hours to get the fixture list into the computer. FIXGEN has been programmed with all English and Scottish fixtures for 1986/7. Simply type in the date, and the full fixture list is generated in seconds. Fully compatible with Poolswinner. Yearly updates available.

POOLSWINNER with FIXGEN £16.50 (for both)



COURSEWINNER V3

THE PUNTERS COMPUTER PROGRAM

NOT JUST A TIPSTER PROGRAM, Coursewinner V3 can be used by experts and occasional punters alike.

You can develop and test your own unique winning system by adjusting the analysis formula, or use the program in simple mode. Coursewinner V3 uses statistical analysis of major factors including past form, speed ratings, course statistics, prize money, weight, going, trainer and jockey form etc, etc. It outputs most likely winners, good long odds bets, forecasts, tricasts etc. The database includes vital course statistics for all British courses. You can update the database – never goes out of date.

PRICE £15.00 (all inclusive) includes Flat AND National Hunt versions.

ALL PROGRAMS AVAILABLE FOR: AMSTRAD CPCs, AMSTRAD PCWs (ADD £3.00), All BBCs, All SPECTRUMS, COMMODORE 64/128, ATARI (48K+), SINCLAIR QL.
Supplied on tape (simple conversion to disc) – except PCW (on 3" disc) and QL (on microdrive)

Send Cheques/POs for return of post service to . . .

VISA phone 24 hrs

selec SOFTWARE

Access phone 24 hrs

37 COUNCILLOR LANE, CHEADLE, CHESHIRE. ☎ 061-428 7425

(Send for full list of our software)

● CBM 64 AND 128 ● TRANSFER ALL MAJOR TURBOS ● AUTOMATIC ● NO USER KNOWLEDGE ●

HARDWARE TRANSFERS MULTI-PARTS ● DUMPS HI-RES SCREENS

DISK TO DISK ● DISK TO TAPE ● TAPE TO TAPE ● TAPE TO DISK

DOSOFT'S BACKUP BREAKTHROUGH SHATTERS PRICES AS WELL



FIRST TAPE, THEN DISK, NOW CARTRIDGE!

NEW! NEW!

Action Replay Cartridge 2

This is the one you have been waiting for! Designed and produced by Datel, using the programming skill of DoSoft, the new Action Replay Cartridge Mark Two is really two cartridges in one.

Completely self-contained, it gives you almost total back-up capability, and offers disk drive owners a superb fast loader—all independent of computer memory.

Just see what it can do for you!

- **Freezes the action on your computer at the touch of a button at any time** ● **Works with both Disk and Tape**
- **Backups reload at Turbo speed without cartridge**
- **Built in reset switch**
- **No screen blanking during load**
- **Handles programs which load in several stages**
- **Backs up Multi-Stage programs to Disk**
- **Special compacting techniques save Disk space**
- **Three or more programs per disk side**
- **Unique Code Inspector allows you to look at whole memory, including program, registers, etc.**
- **Saves high-res screen pictures—you select format**
- **No other software necessary** ● **No user knowledge**

We have tested literally hundreds of games—including the latest titles—and have yet to find one which will not transfer. We think that Action Replay Mark Two has more features at a better price than any other cartridge. See for yourself: just plug it in and take complete control over your computer.

We don't think it can be beaten! For only **£24.99**

Action Replay Mark Two cartridge also available from Datel Electronics.

MegaTransfer Disk V 4.0

The one the others try to follow! MegaTransfer 4.0 is vastly extended over previous editions and will back up programs that no other utility can handle. And now it's at a price you can't afford to miss.

- **Backs up all major Turbo Systems**
- **General purpose routines for Nova, Burner, Visiload, Flash, early and recent Pavloaders, and more**
- **A collection of specific routines for individually protected programs, including Multi-Stage games**
- **Transfers programs which won't normally load with Disk Drive present** ● **Economical use of Disk space** ● **Program identifier** ● **Diskus 1.2 makes backup of ordinary programs so simple** ● **Improved Disk Turboloader fastloads your regular software**

This just has to be the most capable, best value back-up software on disk for only **£12.50**

SAVE! SAVE! SAVE!

The DoSoft Collection

A special offer comprising **MegaTransfer, MegaUtility, MegaTape** and **Prosprite** sprite editor/library on one disk (usually £32.50) together with **10 FREE Disks** and Storage Box (worth £11.95) for our bargain price of **£24.99**

How's that for value!

MONEYSAVING OFFER!

MegaTape SuperValue

So simple to operate, our famous Tape-to Tape Utility for one Datassette requires no additional hardware. MegaTape also features DoSoft's RBS Plus Turbotape converter.

- **No user knowledge required**
- **Backs up major Turbo Systems**
- **Vast collection of specific routines to handle most Turboload games**
- **Often *increases* loading speed**
- **VisiScreen Striped Turboloader**
- **RBS Plus converts ordinary programs to load at SEVEN times normal rate**

A *must* for heavy tape users it is a real bargain **£7.50**

MegaUtility Disk V4.0

Lots of really useful programs, designed to make your programming life easier

- **Programmer's TurboDisk Utility: fast load, save, verify; display start and end addresses; easy DOS commands and more** ● **New AlphaLoad Disk TurboLoader: no menu required; no separate load required; much improved version**
- **Whole Disk Copier (THREE minutes)** ● **Turbo File Copy at five times normal speed** ● **Nibble Disk Copy backs up most protected disks in just five minutes** ● **Fast format** ● **Disk to Tape Plus**

Tremendous value at only **£12.50**

SAVE! SAVE! SAVE!

3M Disks at Low Prices

Top class 3M branded Disks at low, low prices.

● **SS3DD 744D-0, suitable for all 5¼" drives** ● **Complete with labels and write protect tabs** ● **Tough Tyvac spun acrylic sleeves** ● **FREE High Impact Plastic Storage Box (worth £2.75)**

Our inclusive price is just £11.95 per box of ten. No extras. No catches. This is the price you pay **UK POST FREE** **£11.95**

All DoSoft's programs are unprotected for your convenience. DoSoft customers will receive details of future updates and can buy new DoSoft Programs at advantageous prices.

Action Replay Mark Two carries a twelve month replacement guarantee against mechanical failure of the device.

How to get your DoSoftware

Please send cash/cheque/P.O. with order for fast despatch (SAE only for full details). Send off now to:

DoSoft (Dept CU), 2 Oakmoor Ave, Blackpool, FY2 0EE

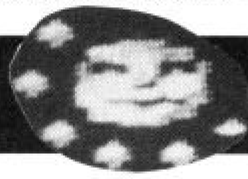
UK Postage included. Europe add £0.75, or £2 if order includes Blank Disks. Overseas add £1.50 for Airmail, or £3.50 if order includes Blank Disks.

DoSoft

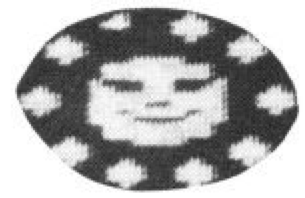
You'll Do it Better with DoSoft

● FAST DISK UTILITIES ● LOADERS ● 3-MIN DISK COPY ● FAST DISK FILE COPY ● FAST FORMAT ●

● AVENGER



64/128
GREMLIN
Price: £8.95/cass





The evil Yaemon has struck again. This time he has assassinated your foster father and made off with the Scrolls of Kettsuin (*The So and so, Ed.*). You have sworn an oath to the God Kwon that you will avenge this murderous deed!

The next thing you're expecting me to say is: "You have sixteen moves, and eighteen opponents to fight and . . .". But, oh, no, this is no more a beat 'em up than, for instance, *Gauntlet*. What we have here is an arcade-adventure with shoot 'em up overtones.

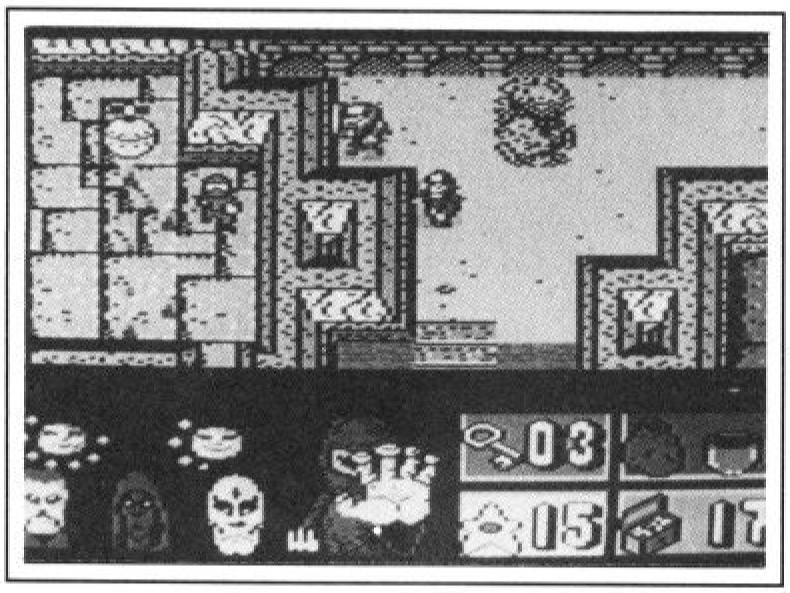
Gauntlet is the nearest thing I can think of to it. Speaking of which it comes from Gremlin — the same company that programmed *Gauntlet* for US Gold.

The game does play very differently from Gauntlet despite the similarities in lay-out.

For a start it's one player only. Your aim is collect keys, find your way around and remember where you have been. Get mapping in other words.

Keys can be found anywhere around the grounds or inside the temple. From my experience they had a regular tendency to be inside a barricade of locked doors — so you end up using about five keys just to win one.

The reason I am going on about keys so much is because they are the main reason for your failure. The enemy, which are easily killed by those spike stars (shurikens to beat 'em up officianado's like me) if you have them, or with a kick, makes them almost incidental to the game. Run out of keys and you may as well press the abort key straight away.



◀ **Just like Gauntlet, your aim is to collect keys**

Normally you will find about four at the same time — but don't overestimate your bank balance of keys. Apart from the dozens of doors that need opening you will lose a key should you walk over a manhole.

Avenger is the sequel to the moderately successful The Way of the Tiger and uses some of its ideas — like for example your energy level is called the "Inner Force".

Actually, energy seems to be limitless — the only real way to run seriously short was when spikes suddenly popped up out of the ground. If you do run out you can call up Kwon and he will replenish it.

You can't over use this though — as Kwon gets naffed off after three call-ups and kills you. There is no real need for this to happen. The main cause of death is running out of keys and having to abort.

It's possible to have great fun with this game just wandering around finding keys and lobbing shurikens at nasties — but this won't enable you to find the missing scrolls and carry out your sworn oath.

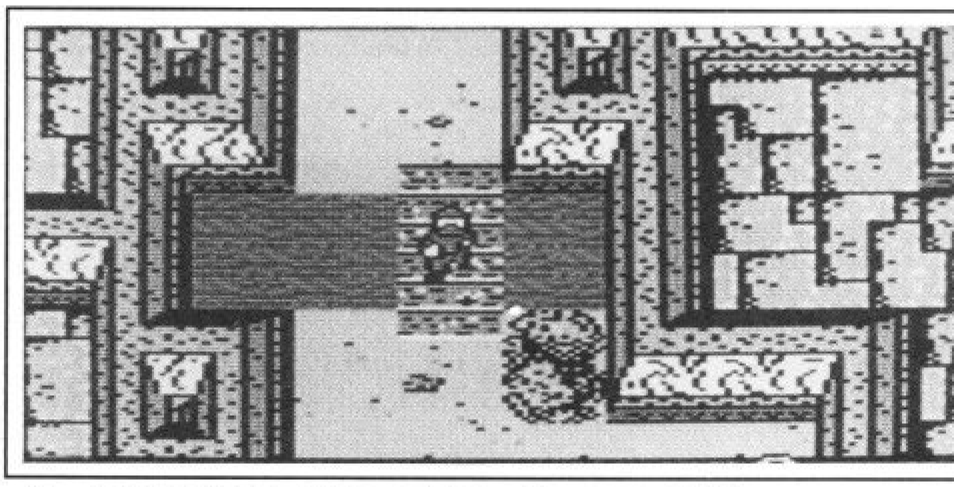
To get these you have to find a certain something on the first level and some other certain somethings on the other levels — which will reveal the whereabouts of a scroll one after another.

There are six levels in all — each separated by grilles and trap doors on the floor. Lots of other debris litters the floor of the play area — like shurikens and treasure — the only point to which seems to be to give greedy point grabbers the satisfaction of a score.

The graphic display of *Avenger* is the Gauntlified overhead view with the screen scrolling up to a point and then flipping.

The sprites' are brightly drawn and colourful though it is also noticeable that you have put on some weight since the first T.W.O.T.T.

Sound is only average. No game tune — just effects. The title tune is reasonably merry though.



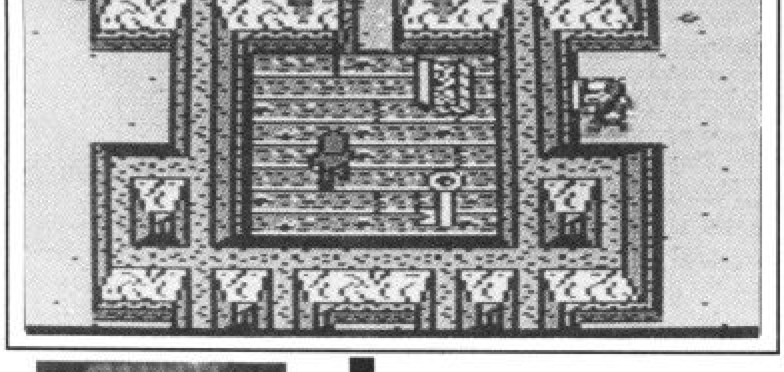
▲ **Lob shurikens at the nasties — if you can find any**

I enjoyed *Avenger* and was not bothered about its overall similarity to Gauntlet.

Avenger has a tough arcade adventure-style challenge to complement its basic arcade game-play. It can become quite puzzling and mapping is essential.

Ferdy Hamilton

Better call up Kwon to replenish your energy ▼





Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

7
Overall



Flash must negotiate the jungle and find his way to Barin's abode.

FLASH GORDON

MASTERTRONIC
Price: £2.99/cass

CHEAPO OF THE MONTH

How the mighty have fallen. Flash Gordon, the superhero of two generations plumbs the depths in a Mastertronic cheapo. But all is not lost, this budget epic is not half bad, despite being played in three sections that have only a tenuous link. The idea behind the game, as if you didn't know, is to save the world from arch-fiend Ming (cue nasty croaky laugh — ha, ha, ha,).

The instructions add that you've only got 24 hours in which to do this. That's all in a day's work for Flash, who's immediately off to explore Ming's jungle world in search of Barin's cave-dwelling. Hiding his golden quiff beneath a space helmet (shame!), he ambles about at a loose-limbed stroll through flip-screens fraught with menance.

Apes descend from the tree-tops, skeletons rise up and sling spears, and life is generally made sticky by ravines, spiders, snakes, birds and hornets. Flash can dispose of most of these with his trusty raygun, replenishing it from the ammo boxes which are thoughtfully scattered amongst the undergrowth. Should he temporarily run short of bullets, most hazards can still be avoided by dextrous use of the jump and duck joystick movements.

Below the action screen is an incomprehensible map of the playing area, minus the odd detail — such as paths. In any case, it's not necessary to explore the entire jungle, but merely to discover the shortest route to Barin's abode. You'll probably chance upon this sooner or later — there are some helpful arrows pointing the way — and it lies not more than 15 screens away from your starting point. Mapping the route is a headache, as the profusion of paths, all criss-crossing and looking much the same, is likely to have Flash running around in circles.

All this is fun for a while, and a wealth of Hubbard effects, from jungle drums to creepy horror music, keeps the attention from flagging. Your exploration isn't halted by Flash falling down the occasional ravine or being burnt alive by a fire-breathing dragon; like the hero he is, he suffers only mild concussion — and a loss of valuable time — before he's up and fighting again.



The next section is entitled Battling Barin, and kicks off with another terse telegram of scene-setting followed by a quick burst of loading. The instructions go into some detail about the tactics of combat which I ignored, instead relying on an endless barrage of head and body blows. Beneath the struggle the neat device of a tug of war depicts the changing state of play, and if Flash delivers more contact blows than his opponent then slowly but surely he gains ground.

Presumably still punch-drunk, Prince Barin generously parts with his valuable jet-bike, and Flash takes to the skies for the third and final part of his quest. The point of view shifts now as you and Flash become one, and a chequerboard landscape rolls beneath your speeding machine. Various meanies come careering madly towards you, as you endeavour to line them up in your sights. The instructions chunter on about the power gates, robots and minefields which you'll have to overcome before you spot the dastardly Ming.

So, what have you got? Tarzan, Exploding Fist and Star Wars all rolled into one.

Bill Scolding

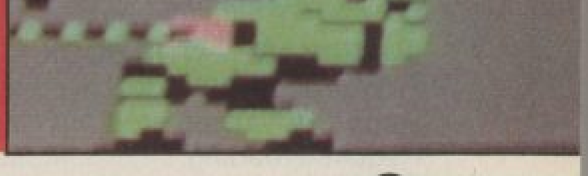


Fire-breathing dragon is only one of your problems.



Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10

7 Overall



THE MIDLAND'S LARGEST COMPUTER STORE

SOFTWARE

VIZA

	Was	Now
Vizastar XL8 64	~~£99.95~~	£79.95
Vizastar XL8 128	~~£129.95~~	£99.95
Vizawrite Classic 128	~~£99.95~~	£79.95

ANAGRAM 64/PLUS 4

	Was	Now
Purchase Ledger	~~£75.00~~	£49.95
Sales Ledger	~~£75.00~~	£49.95
Stock Control	~~£75.00~~	£49.95
Cashbook	~~£75.00~~	£49.95

MICRO SIMPLEX

	Was	Now
Accounts 64	~~£175.00~~	£99.95

PRECISION

	Was	Now
Superscript 64	~~£60.95~~	£49.95
Superbase 64/+4	~~£90.95~~	£39.95
Superscript 64 & Superbase 64	~~£169.90~~	£79.95
Superscript 128	~~£89.95~~	£74.95
Superbase 128	~~£99.95~~	£59.95
Superscript 128 & Superbase 128	~~£189.90~~	£119.95

COMMODORE

	Was	Now
Future Finance (Planning Package), Disc	~~£75.00~~	£17.95
Easyscript (Word Processor), Disc	~~£75.00~~	£24.95
Easyspell, Spellchecker, Disc	~~£50.00~~	£19.95
Simons Basic Extension, Tape	~~£19.95~~	£12.95
Commodore 64 Programmers' Reference Guide	~~£9.95~~	£7.50
Typing Tutor 64, Cassette		£9.95

LOGO + PILOT

	Was	Now
2 Educational Languages, Disc	~~£64.99~~	£14.95
Easyfile Database, Disc	~~£50.00~~	£17.95

AUDIOGENIC

	Was	Now
Swift Spreadsheet 128, Disc	—	£24.95
Wordcraft 40 (Word Processor), Cartridge	~~£99.95~~	£17.95
Magpie (Database), Cartridge & Disc	~~£89.95~~	£17.95

MICRO CLERK 128

	Was	Now
Accounts Package with Spreadsheet, Database and Word Processor		£99.95
Purchase Ledger		£69.95
Sales Ledger		£69.95
Accounts, Purchase Ledger, Sales Ledger Package now		£199.95

HANDIC

	Was	Now
Diary, Cartridge	~~£29.95~~	£9.95

PRACTICORP

	Was	Now
Inventory (Stock Control Package), Disc	~~£29.95~~	£14.95
Macro Assembler Development System		£24.95

6 DISC ADVENTURE GAMES PACK, 64/128
Exodus, Suspended, Starcross, Zork I, Zork II, Zork III £19.95

4 CARTRIDGE GAMES PACK, 64/128
Avenger, Star Raider, Star Post, Raider Rat Race £14.95

SWIFTCALC 128

Powerful CBM128 Spreadsheet with 62,500 Cell Locations, Graphic Printouts including Pie Chart, Bar Chart, Scatter Diagram, Line Chart and 3-Dimensional Bar Charts, Sideways Print Option allows for Extra Long Reports. Contains samples of Budgeting, Planning and Financial Analysis £57.50

COMMODORE MPS 803 DOT MATRIX PRINTER

With Tractor Feed	£164.95
Without Tractor Feed	£139.95

PRINTER RIBBON OFFER

MPS 801, 802 Ribbons	£5.95
MPS 803 & MPS 1000	£4.95
DPS 1101 M.S. Ribbons	£3.50

BUY FOUR AND GET ONE FREE!

PERIPHERALS

LOCKABLE DISC STORAGE BOXES
Price includes pack of 10 Commodore compatible discs

50 Capacity	£19.95
100 Capacity	£21.95

THE EXPERT CARTRIDGE
Tape to Disc System £31.95

FREEZE FRAME 3 .... £39.95

COMMODORE MPS 803 TRACTOR FEED UNIT £24.95

COMMODORE 64/128 MODEM £79.95

FCC CENTRONICS INTERFACE
With Commodore Graphics and 8K Buffer £64.95

COMDRUM DIGITAL DRUM SYNTHESISER £29.95

QUICKDISC + 1541 FAST LOAD/UTILITY CARTRIDGE £19.95

10 COMMODORE COMPATIBLE DISCS WITH FREE PLASTIC DISC HOLDER £9.95

TROJAN CAD MASTER LIGHT PEN OFFER

NEW VERSION —
NOW INCLUDES SCREEN DUMP TO PRINTER ROUTINE

The Trojan Cad Master package combines a top-quality light pen with superbly designed graphics software.

The extensive command menu includes freehand draw, paint, fill, geometric shapes, etc., combining to create an easy-to-use but suprisingly comprehensive Graphics Package — undoubtedly representing the best value package of its kind.

COMMODORE 64 VERSION .... ~~£19.95~~ £16.95

STOP PRESS — CAD MASTER NOW AVAILABLE FOR THE COMMODORE C16/PLUS 4 .... £19.95

COMMODORE 560P
2-colour Dot Matrix Printer takes 2¼in. roll paper.
Fully Commodore compatible. £49.95

COMMODORE PLUS 4 COMPANY PACK
Total Accountancy Package including: SALES LEDGER/PURCHASE LEDGER/INVOICING/STOCK CONTROL/NOMINAL LEDGER.
With Trial Balance, Profit & Loss and Balance Sheet Reports.
Disc £24.95

CITIZEN 120D CBM PRINTER
High Quality Dot Matrix Printer
★ Near Letter Quality Mode ★ 120 cps Draft Print Mode
★ Friction and Tractor Feed ★ Needs no Interface
★ Full Two-Year Warranty ★ 100% Commodore compatible £219.95

AMIGA with software package £1,599.95

STAR NL 10C NLQ PRINTER

Fully Commodore compatible	£253.00
Commodore 1571 Double-sided Drive	£259.95
Commodore 1901 Colour Monitor	£339.95
64/128 Green Screen Monitor	£79.95
Commodore 1541C Disc Drive	£189.95
Commodore 128D	£559.95
Commodore 128 Compendium	£289.95
Commodore MPS 1000 CBM/Centronics Printer	£274.95
Commodore 128 Computer	£229.95

PERSONAL CALLERS AND EXPORT ENQUIRIES WELCOME
ALL OFFERS STRICTLY SUBJECT TO AVAILABILITY
ALL PRICES INCLUDE V.A.T.

To order, either send cheque/P.O. with coupon or ring **(0533) 517479/21874** with Access/Barclaycard number. Please allow 7 working days for delivery from receipt of order or cheque clearance.
Please add £1.00 towards carriage and packing on any software order.
Hardware orders add £1.00 under £65.00 value, and £5.00 over £65.00 value.
Printer orders add £5.00 towards carriage.

Send to: Dept. No. CU1, Dimension Computers Ltd., 27/29 High Street, Leicester LE1 4FP.

VISA

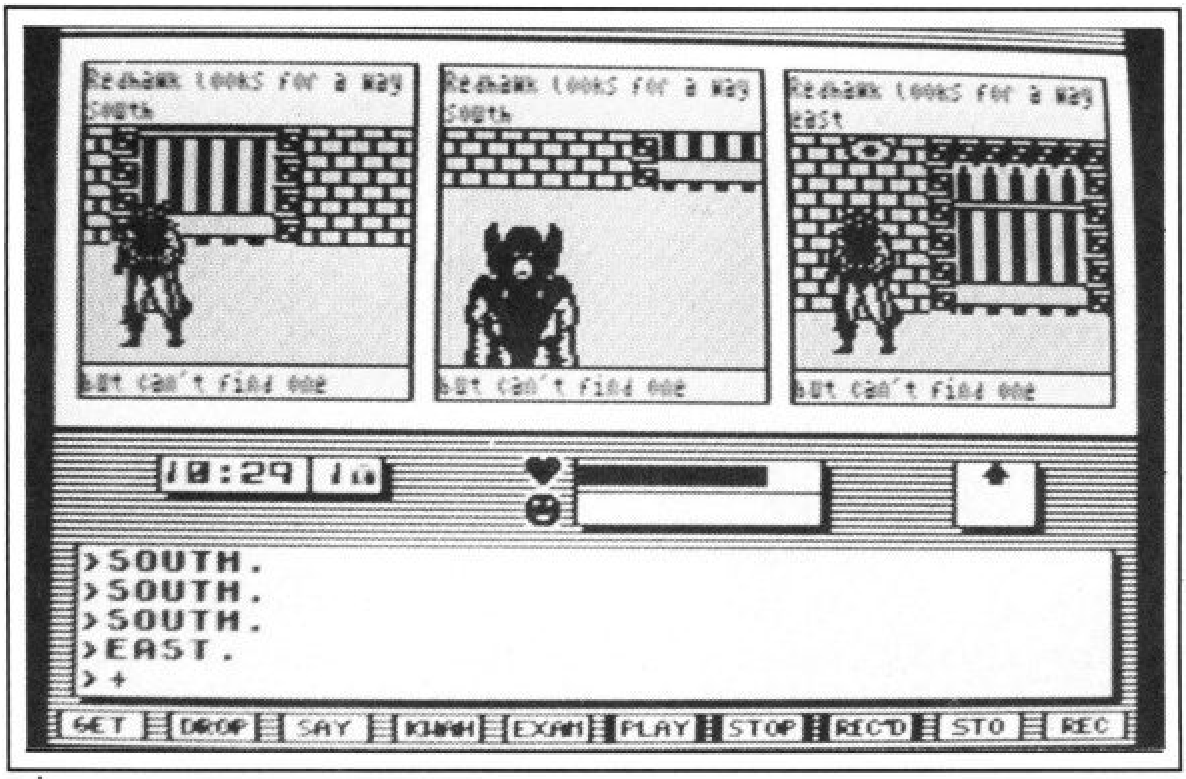
Item	Quantity	Price
....		....
....		....
	Total	....

Name........

Address........

....

Telephone:........



▲ **Right now you're Redhawk but you'll soon be wimpy Kevin again.**

● KWAH!

64/128 MELBOURNE HOUSE

Price: £8.95/cass

Wimpy, Kevin Oliver stands outside the gates of the mansion belonging to the strange Dr Lee.

Armed with his trusty tape recorder and press pass he's on the trail of a big story. Rumours of lights and strange disappearances fill the surrounding area and Kevin's determined his paper is going to get the full story.

He approaches the gate and shows his pass to the security camera and gets in to talk to Dr Lee. But then things go badly wrong and he's gassed only to wake up, bound and gagged in a padded cell!

Surely this is the end of the road for poor feeble Kevin. But no! By simply shouting "KWAH!" diminuitive Kevin turns into crime fighting Superhero, Redhawk! How you manage to say KWAH when you're bound and gagged is just one of the problems facing players tackling this sequel to Melbourne House's *Redhawk*.

The action takes place using the unique comic book style with your English adventure style commands being reported in comic frames. As you enter a new room, examine things or say "KWAH" a new frame appears as the others scroll off to the left.

Underneath the frames is a clock to keep track of them, an indicator showing possible exits, a command window for entering your instructions and a Redhawk strength meter.

Being a Superhero is tiring work so Redhawk's energy is gradually lost. When it hits zero you're automatically turned back into Kevin as Redhawk's energy slowly recovers.

This balancing act between the weak but stable Kevin and strong but temporary Redhawk adds tremendously to the game particularly since Kevin and Redhawk aren't sure of each other's existence.

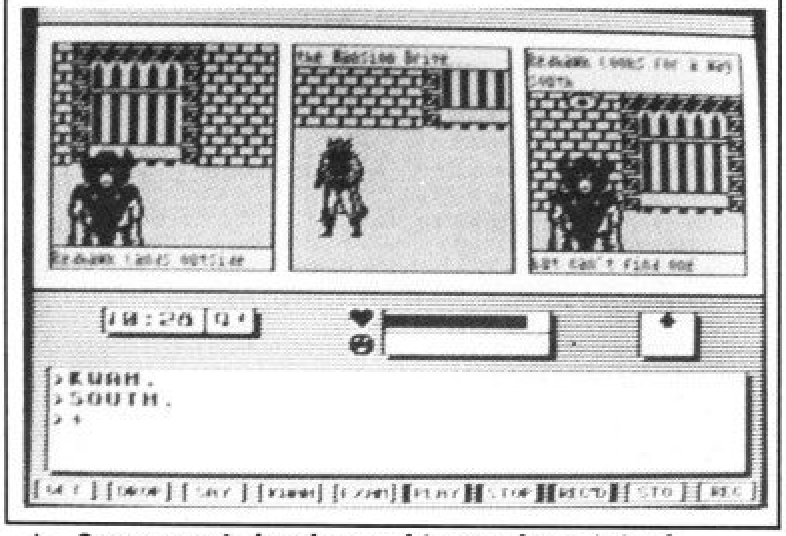
Trying to solve a mystery with a schizophrenic superhero isn't easy and requires careful juggling of important objects as you have to remember to leave them around (for example as Kevin) for Redhawk to find.

The game itself is challenging, frustrating and great fun to play. The parser is sufficiently intelligent to recognise most things you want to say leaving you to worry about the problems. These quite honestly drive you up the wall but, luckily up to now, I've always had a flash of inspiration just in time before I hurl the 64 out of the window!

The program sensibly includes some added features to make your adventuring as painless as possible such as a selection of ten often used words that can be chosen from the number keys and a game store and recall function to allow a quick save of the game position in memory in case your demise lies around the next corner.

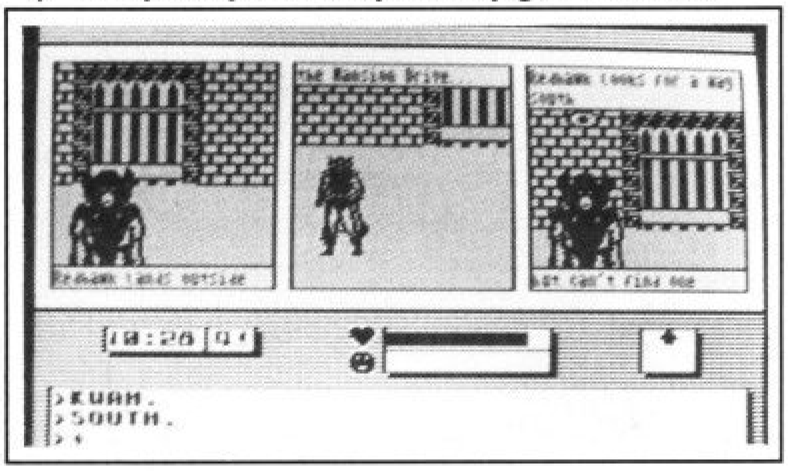
All these features and a percentage score so you can tell how well you're doing make this a most enjoyable game that might even tempt a hardened joystick junkie into a taste of adventure.

Tony Hetherington



▲ **Same comic-book graphics as the original, Redhawk.**

▼ **Will Kevin's paper get the scoop story? CU will probably get there first.**



Graphics	7
Sound	2
Toughness	8
Endurance	8
Value	8
Overall	**8**

VISA

STRATEGIC PLUS SOFTWARE

Access

SPECIALISTS IN QUALITY COMPUTER GAMES FOR THE DISCERNING GAMER

Strategy, Adventure and Sports Games for Commodore 64 Computer

Send for our free 20 page '85/'86 catalogue, which has a large selection of titles, with descriptions and complexity ratings for each game.

From Australia we are proud to present Strategic Studies Group and their range of superior strategy games:

Reach For The Stars — sci-fi strategy game for 1-4 players. Explore unknown star systems, colonise planets, or battling against opposing star fleets, invade enemy systems and capture new planets for your galactic empire! **£26.95**

Carriers at War — Fleet carrier operations in the Pacific, 1941£1945. Complete air and naval simulation for 1-12 players. Five scenarios included, with a very comprehensive 'design your own' Game Design Kit **£29.95**

Europe Ablaze — The Air War over England and Germany 1939-1945. Comes with three scenarios including the 'Battle of Britain', and a comprehensive Game Design Kit. Includes mission planning, fighter patrols, weather etc. etc. 1-12 players **£29.95**

Battlefront — Corps level command simulation of land battles during WW2. Each commander can control up to three divisions. Comes with four scenarios and easy-to-use Design Kit. Complete range of units, terrain etc. 1-2 players **£23.95**

Computer Quarterback (SSI) — grid-iron strategy and tactics at it's best. Build your own teams. One or two player options, with 'play by play' printouts in the two player 'Pro' game! Great for league play! (minimal graphics) **£35.00**

Computer Quarterback Teams Data Disks. (SSI) — pre-designed NFL teams from the 1984 and 1985 (New) seasons .... **Each £15.00**

Football (Sub-Logic) — animated graphics U.S. football game. You control the play on the field! **£38.0**

Baseball (Sub-Logic) — stats-based baseball simulation. Manage your teams both on and off the field! **£38.00**

For further details call us on:
01-979 2987
Or write to: **Strategic Plus Software, P.O. Box 8, Hampton, Middx. TW12 3XA.**
Callers welcome by appointment.
Business Hours:
10am-6pm Monday-Friday
11am-4pm Saturday

ALL PROGRAMS ARE ON DISC ONLY
Prices include postage and packing and VAT.
Please specify computer when ordering.
Overseas orders welcome, please add £2.00 extra for each item ordered.

Comm 64/128 Cassettes

10 Comp. Hits III	7.25	Gauntlet	7.25	Sigma 7	7.25
1942	7.25	Ghosts 'n' Goblins	7.25	Sky Runner	7.25
Ace of Aces	7.25	Golf Const. Set	9.45	Space Harrier	7.25
Acro Jet	7.25	Headcoach	7.25	Spy vs Spy Arctic	7.25
Aliens	7.25	Hypaball	7.25	Startrek	7.25
Armour Antiriad	6.55	Ikari Warriors	7.25	Strike Force Cobra	7.25
Avenger	7.25	Infiltrator	7.25	Strike Force Harrier	7.25
Blitzkrieg	7.25	Infodroid	7.25	Super Cycle	7.25
Bobby Bearing	7.25	Jack the Nipper	7.25	Super Huey II	7.25
Boulderdash Con. Set.	7.25	Judge Dredd	7.25	Tarzan	6.55
Camelot Warriors	7.25	Kayleth	7.25	Terra Cresta	6.55
Centurions	7.25	Kettle	6.55	Thanatos	7.25
Chmpship Wrestling	7.25	Konami Coin Op Hits	7.25	They Stole A Million	7.25
Cholo	11.20	Leader Board Golf	7.25	Top Gun	6.55
Cobra	6.55	Lightforce	7.25	Trailblazer	7.25
Colour of Magic	7.25	Magmax	6.55	Trap Door	6.55
Cops 'n Robbers	7.25	Marble Madness	7.25	Trivial Pursuit	10.95
Dan Dare	7.25	Masters of Universe	7.25	Uridium/Paradroid Pk.	6.55
Deathride	6.55	Movie Monster	7.25	Vera Cruz	7.25
Druid	5.95	Now Games III	7.25	Vietnam	7.25
Durrel Big Four	7.25	Paperboy	7.25	Werner	7.25
Elite Hit Pack	7.25	Prodigy	7.25	World Games	7.25
Firelord	6.55	Repton 3	7.25	Xeno	6.55
Fist II	7.25	Sanxion	7.25	Xevious	7.25
Five Star Games	7.25	Scooby Doo	7.25	Yie Ar Kung Fu II	6.55
Footballer of Year	7.25	Sentinel	7.25	Zarjaz	7.25
Future Knight	7.25	Shao Lins Road	6.55	Zzap Sizzlers II	7.25

* WORLDWIDE STAR BUY — Ikari Warriors — £6.95 — When purchased with any other item/s — WORLDWIDE STAR BUY *

Comm 64/128 Disks

1942	11.20	Golf Const. Set	11.20	Silent Service	11.20
221b Baker Street	11.20	Ikari Warriors	11.20	Solo Flight II	11.20
Ace of Aces	11.20	Infiltrator	11.20	Summer Games II	11.20
Acro Jet	11.20	Jewels of Darkness	11.20	Super Cycle	11.20
Alt. Reality 1 or 2	14.95	Konami Coin Op Hits	11.20	Tass Times in Ttown	11.20
Alter Ego (Fmale)	19.95	Labyrinth	11.20	The Pawn	14.95
Alter Ego (Male)	19.95	Laser Genius	14.95	Trivial Pursuit	14.95
Bard's Tale	11.20	Leader Board Golf	11.20	Two on Two Bsktball	11.20
Borrowed Time	11.20	Leather Goddess	19.95	Ultima IV	14.95
Crosscheck	11.20	Marble Madness	11.20	Winter Games	11.20
Destroyer	11.20	Paperboy	11.20	Witness	19.95
Expert Cartridge	28.95	Powerplay	11.20	World Games	11.20
Fist II	11.20	Sentinel	11.20	Xevious	11.20

Cheques or Postal orders made payable to WORLDWIDE SOFTWARE.
Postage FREE in U.K. Overseas orders add £1 per Cass/Disk for Air Mail Delivery.
Phone for new releases and other enquiries.

WORLDWIDE SOFTWARE

1 Bridge Street, Galashiels, Selkirkshire, TD1 1SW. Tel: (0896) 57004

GET THE BIG ONE !!

THE BIGGEST GAMES PACK EVER

SUPER VALUE PACK **75** NEW ORIGINAL PROGRAMS FOR THE COMMODORE 64 OR 128 **ONLY £9.95**



THE BIG ONE CONTAINS....

YHATZEE	SPACE ATTACK	PONTOON
GAME OF KINGS	KINDER MATHS	OTHELLO
CHESS	DRAUGHTS	PAKATAK
BERZERK	SUPER FROG	BASIC MATHS
POKER	SHUFFLE	MAZE CHASE
TROLLS	TANK BATTLE	VAMPIRES LAIR
TREASURE HUNT	CLUES	THE GORGAN
3 D MAZE	MATCH BOXES	ASTRO PANIC
DEFLECTION	BOMBER BARNEY	SYNTHESISER
DUCK SHOOT	BOWLING	BREAKOUT
SUB HUNTER	DOG FIGHT	SWITCH AROUND
WORD SEARCH	DEATH TRENCH	COLLECTION DAY
SPACE DOCK	BARRICADE	CONNECT
3 D OXO	HEAD ON	DRUM KIT
DITTO	SOLITAIRE	MASTERMIND
DYKE NIBBLER	TERROR CASTLE	DEPTH CHARGE
MONEY GRABBER	HANGMAN	DEFINITIONS
TIC TAC MATH	NIM	PEG PUZZLE

AND MANY,MANY MORE......

ALSO AVAILABLE FOR VIC 20 & C16/+4
MINI COMPENDIUM 20 GAME PACK £6.95

VIC 20

CHECKERS	NIM	DRIVER
SHUFFLE	DRAGONS	FRUIT MACHINE
CLUES	THREES	ATTACK
KINDER MATH	SOLGOR	BOMBER
DITTO	SNAKES	NIBBLER
MUSICIAN	SKIER	SAUCERS
3 D MAZE	SKYDIVER	

C16/+4

SOLITAIRE	THREES	BASIC MATHS
PONTOON	POKER	DEPTH CHARGE
CHECKERS	SHUFFLE	PREDICTOR
CLUES	NIM	TANKS
TIC TAC MATH	SOLGOR	GAME OF KINGS
FRUIT MACHINE	3D OXO	HANGMAN
YHATZEE	MUSICIAN	

PLEASE SEND ME (TICK APPROPRIATE BOX) Goods Dispatched Within 14 Days.
75 GAMES FOR C64/128 ON CASSETTE ☐ ON DISK☐@£9.95 each inc.P&P
20 GAMES FOR VIC 20 ☐ 20 GAMES FOR C16/+4 ☐@£6.95 each inc.P&P
I ENCLOSE A CHEQUE/ P.O. FOR £_____ MADE PAYABLE TO AMVIC SERVICES LTD.
NAME ____________________
ADDRESS ____________________

SEND TO:
U.K.: 75 GAMES,GROUND FLOOR,536 WEST GREEN RD,TURNPIKE LANE,LONDON N15 3DX.
REP.of IRELAND: 75 GAMES,84 DUNSINK AVENUE,FINGLAS,DUBLIN 11.

NATIONAL COMPUTER LIBRARY

Hire Software Before You Buy It

- OVER 8,000 different titles available for hire for the COMMODORE, SPECTRUM, ELECTRON, BBC, AMSTRAD all models, ATARI, and MSX computers.
- ARCADE, ADVENTURE, EDUCATIONAL and BUSINESS software too.
- HIRE PRICES from only 75p INC. P&P.
- 20% DISCOUNT off all purchase software.
- LIFE MEMBERSHIP £6.00. Hire your first title FOC.
- FREE CATALOGUE.
- FAST RETURN OF POST SERVICE (if reserves are given).
- ALL GAMES manufactured ORIGINALS with full documentation.
- OVER 25,000 satisfied members.
- EUROPEAN members welcome.
- UP TO 65% OFF software, regular sales lists sent to all members.
- Full computerised system keeps track of your order. We pride ourselves in being the most professional Hire Library in the United Kingdom, with staff of 14 who know what the word service means. Backed by our own software company and programmers.

Send large S.A.E. now for free catalogue.

NATIONAL COMPUTER LIBRARY

Unit 4, M.E.B. Works, Windsor Road, Enfield, Redditch, B97 6DJ. Tel: Redditch 65671.

CU

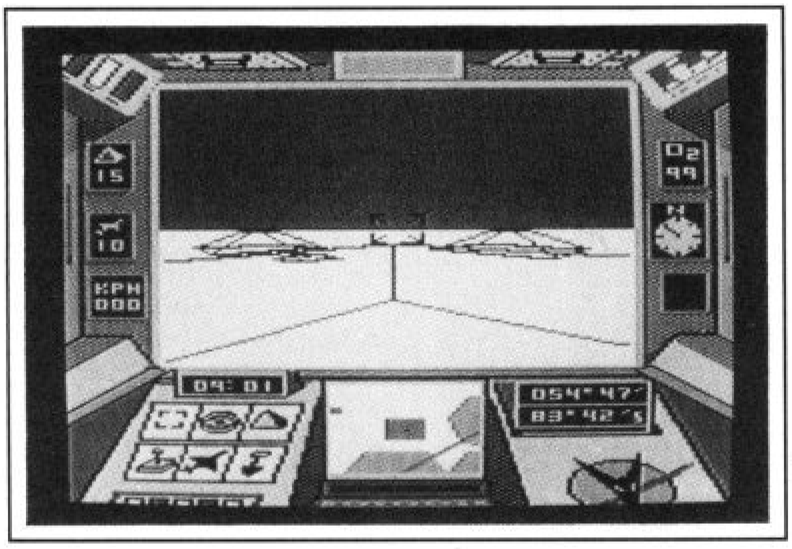
NAME ....

ADDRESS ....

....

Access VISA ....

COMPUTER MODEL....................



Cockpit crammed with controls and they're not just decoration.

The interior features a massive bank of instrumentation and controls, just as you would expect. Most of the screen is filled by your view of the world outside, even if it is mostly frozen wastes.

The enemy tanks and ground installations are pictured in the very best 'Mercenary' tradition, but the action is not nearly as fast — bit of a disappointment!

The joystick's main function is to control the tank's movement, and

tend to be a bit indescriminate when it comes to blowing things up. So don't reverse back over a mine you've just laid! In case things get really hectic, Arcticfox can dig in, hiding itself in the snow. Very handy!

The enemy's mobile forces consist of tanks, light and heavy, reconaissance sleds and planes, fighters and floating mines, while their installations consist of the main fort, the communications fort and the radar station. Knocking out the radar station helps you heaps, the enemy has trouble finding you!

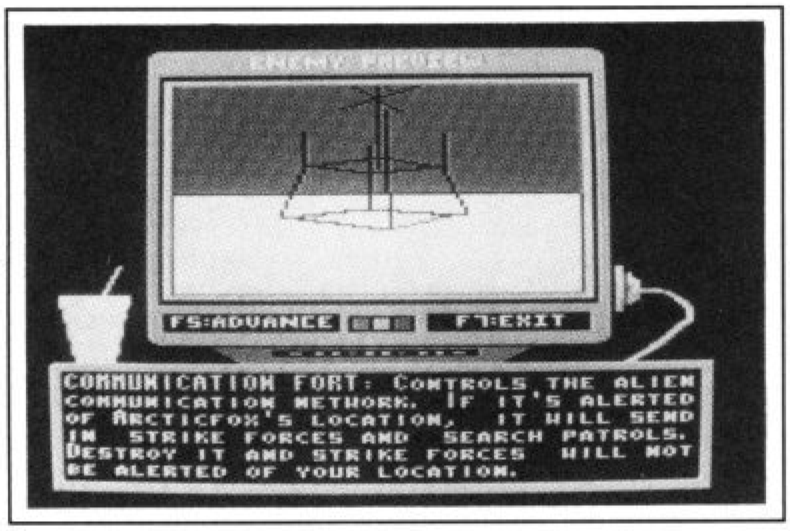
The terrain varies quite a bit, straightforward snow fields are easy

ARCTICFOX

64/128
ARIOLASOFT
Price: £9.95/cass £14.95/disk

Those of you expecting a super-Skyfox will be a little disappointed, I fear. Skyfox was a big hit for Ariolasoft a few years back, a good no-messing-around action-packed battle simulator based around the very latest in jet fighters. *Arcticfox*, on the other

secondarily to control the elevation of your cannon. One of the more impressive features here is the miniature video monitor, showing either a radar display, your rear view or the view from a tiny camera mounted on the front of your guided missiles.



It's essential to knock out enemy communication forts.

hand, is a different kettle of fish altogether, actually it's a tank. The main objective remains though, destroy the enemy before they get out of hand.

The action takes place in the frozen wastes of the Antarctic ice cap (cold? We we: ...ping dogs off lamp posts). Arcticfox is a futuristic tank complete with cannon, mine dispensers and missile launcher.

The latter feature allows you to guide your missiles straight to their targets with ease, while the aft view helps you orient yourself.

Mines can be a bit of a pig, they

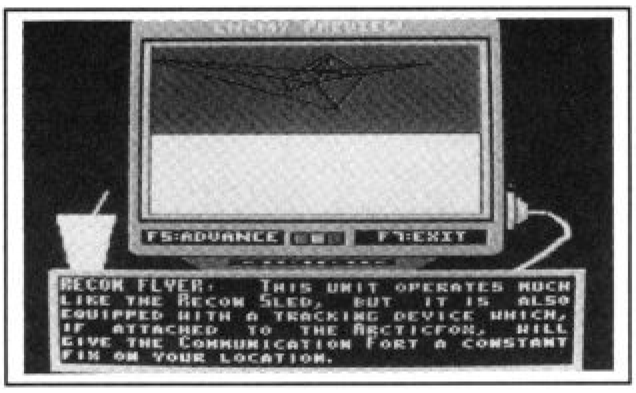
to travel on, but watch out for crevasses. Mountains make excellent landmarks but cannot be climbed. Ridges can be climbed and offer an excellent view of the surrounding terrain. Tundra and mudflats affect the manouverability of Arcticfox, making it difficult to control. Watch out for blizzards, they obscure your view briefly. This is useful if you want to hide, but not so useful in crevasse country!

From the main options screen, you can select training, beginner or tournament modes of play, or preview the enemy's hardware. Selecting this latter option calls up page after page of animated pictures of the offending items, with a brief description of it's nature.

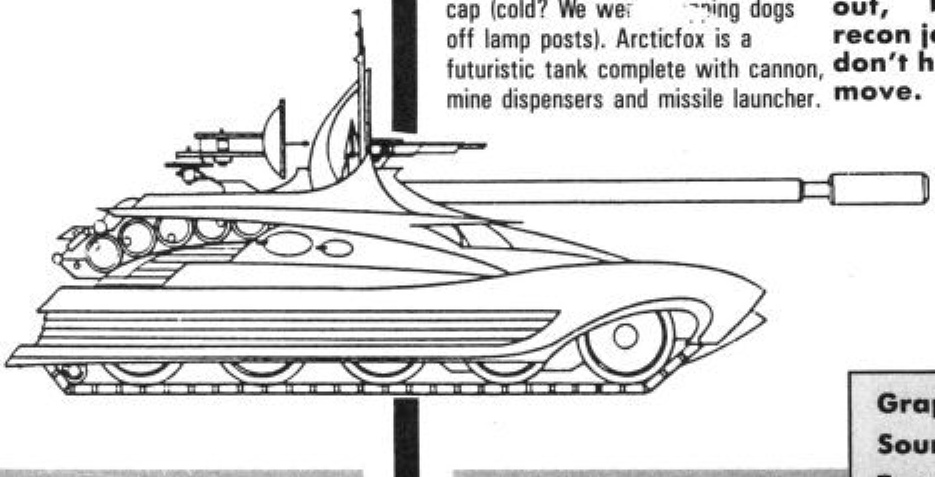
I was a bit daunted by the number of keyboard controls needed to operate Arcticfox, trying to study the manual while under enemy fire is a bit awkward to say the least! The manual seems explicit enough though, with lots of handy hints for zapping more tanks.

All in all, not a patch on Skyfox, and nowhere as exhilerating as Mercenary.

Fred Reid

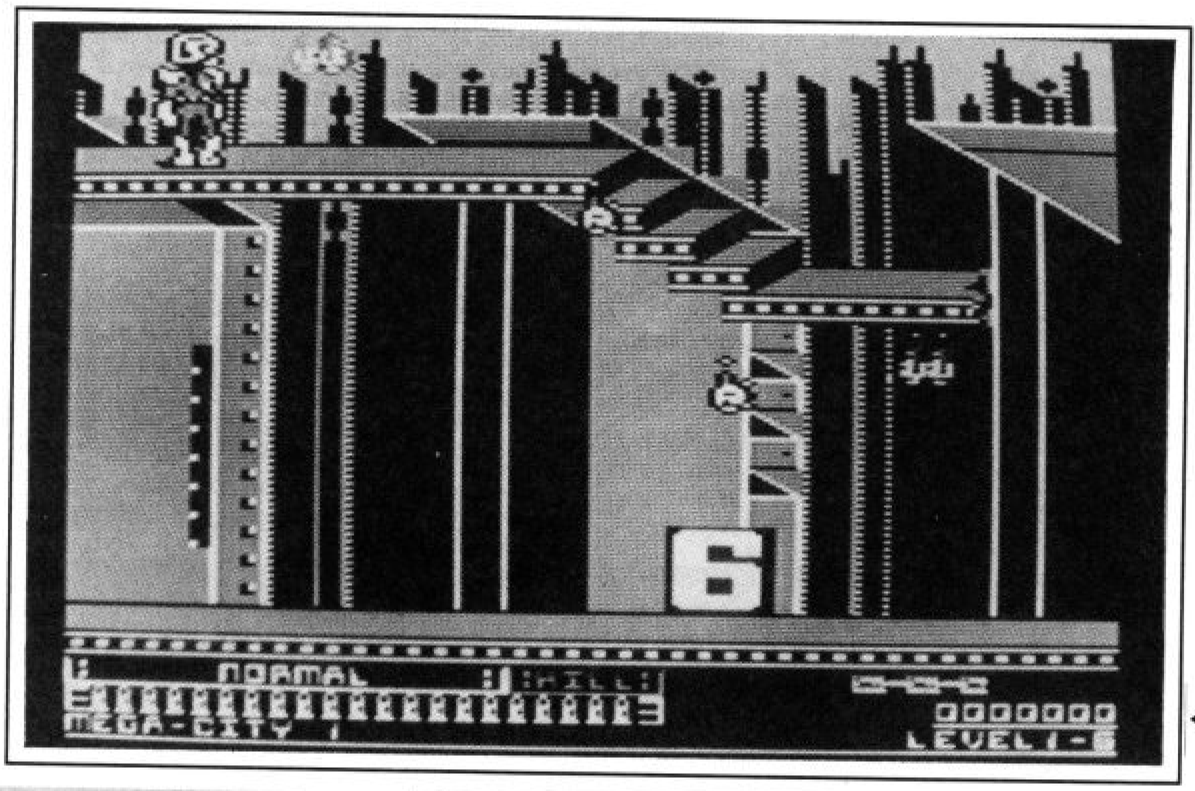


Watch out, recon jets don't half move.



Rating	Score (1–10)
Graphics	6
Sound	2
Toughness	4
Endurance	1
Value	4

4 Overall



You shoot suspects/citizens with your trusty Lawgiver pistol. Just as in the story you can select from among different types of bullet to use in different situations. So you can hit the numbered keys for heat-seeking incendiary, and high explosive bullets for example.

A status display at the bottom of the screen gives you information on the type of bullet loaded, the response level you're on, stamina ammunition, score and location.

Response level is recognisable by the reaction of Dredd to other objects. He'll shout 'Halt' bubble style if you want to follow strict procedure. This would have been nice had it been more useful, but as I said it gets dispensed with pretty quickly.

Patrolling the platforms, sorry, blocks

● JUDGE DREDD

64/128
MELBOURNE HOUSE
Price: £9.95/cass

Judge Dredd has been in a lot of tough and strange situations. There were the Apocolypse Wars, then he was caught up in the Cursed Earth. He's been lost in the rad zones, attacked by a tyrannosaurus, beset by kneepadders, fatties and street surfers. The last thing I think he ever expected to turn up in was a platform game. Drokk! That must be some kind of offence!

It all adds up to another wasted chance to put together a good cartoon strip-style of game. There's nothing wrong with an adapted platform game as long as there's some interest in it, but Melbourne House have failed to realise that.

Once the game has loaded you head straight for the option screen which allows you to choose which current crime to deal with. Since Mega City is a pretty violent, lawless place there's plenty to do. Mind you, even blowing your nose is a crime if you drop the paper hankie when you've finished with it.

After selecting a crime to deal with you'll be thrown into the cauldron of activity that goes on in Mega City 1. That's when you see the platforms and the figure walking up and down. Once you begin to explore a bit you realise it's all a bit samey.

Just about everything is an energy draining nasty. Clubbers, punks, robots, robodogs, cats all get in your way. The Justice Dept frowns on your shooting innocents (so your manual says) but doesn't seem too concerned one way or the other if you do. So, of course you run around the levels and blocks shooting anything that gets in your way rather than avoiding it.

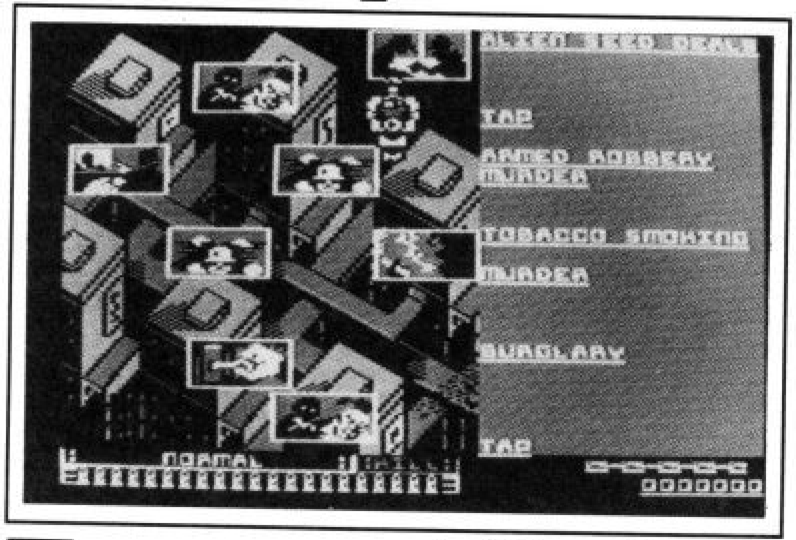
Your position in the city and the location of the crime are detailed on the display by a name and the level. Thus 'Bobby Heinlein Block 2-3 'means that you're on level Two, screen three of that particular block.

The major problem with Judge Dredd is that you run around pretty aimlessly. The crimes and their perps are rather unexciting. An arson attack for example never seems to be accompanied by any actual evidence of fire or smoke whatsoever.

The sound is limited to a particularly whiney tune which plays constantly throughout the game and will have you reaching for the lawgiver with an intention of blowing the TV speaker away for creating a disturbance.

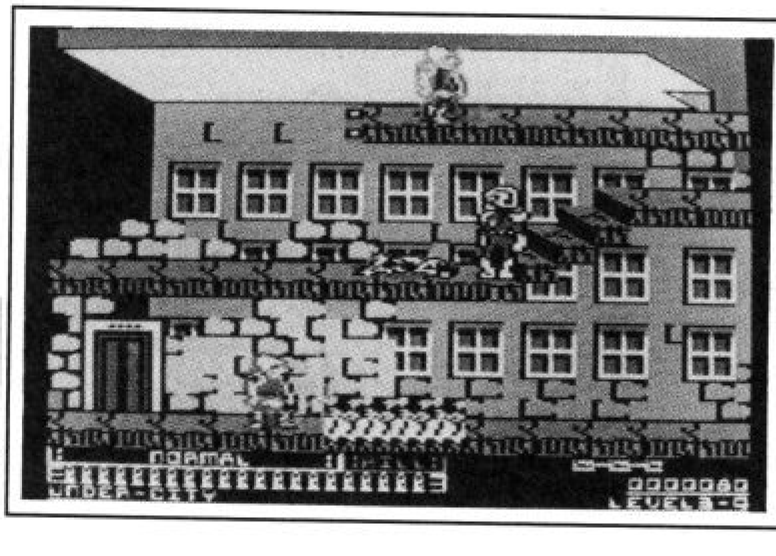
The game itself is a crime, there's some nice graphics and touches but no absorbing gameplay to go with it. In my view the programmers could do with a good spell in the iso-cubes.

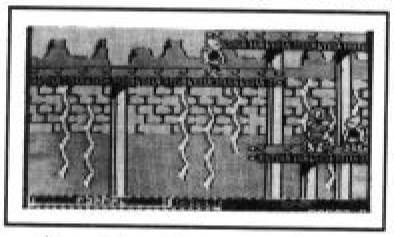
Judge Pattenden



Select a crime and go get 'em

In the Under City — that depleted mess in front of you was once a clubber





Another good licence wasted on an average game

Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

5
Overall

AMSTRAD £8·95
ZX SPECTRUM £7·95
COMMODORE 64 £8·95



Officially licensed coin-op game from Nichibutsu.
Follow up to Moon Cresta. Now for your home computer.
Pilot your space fighter over the planet eliminating all alien life forms on its surface. Build up fire power on board as you dodge missiles launched from land silos and under-sea bunkers.
Face the giant Death Star at the end of each orbit. You will need nerves of steel to pass this test!

Imagine Software (1984) Limited · 6 Central Street · Manchester · M2 5NS · Tel: 061 834 3939

STAR GLIDER

64/128
RAINBIRD
Price: £14.95/tape
£17.95/disk



The Star Glider is not the ship you fly in the game with its impressive cockpit views and flight controls you see in the screen shots.

Its actually the craft of the ugly Egron Commander — Hermann Kruud whom, according to James Follet, author of the 'story of the game' "bore a striking resemblance to an elongated red billiard ball that had sprouted arms and legs".

This 64 page sci-fi yarn comes with Star Glider game and is one of the main reasons the package costs a fiver more than most other games on the shelves. I had better say that the box also contains a poster, a players guide booklet, and a key guide as well.

The game itself is not your standard 3D vector graphics aardvaark — even if it looks like just that in the screen shots.

Its basic classification is of a 3D shoot 'em up with a bit of strategy thrown in. A bit, not a lot.

Amongst much useful play information contained in the story — like what part of a Star Glider to aim at and the like — you also find out the plot.

You are Jason and Katra — pilots of the Airborne Ground Attack Vehicle. (AGAV) — which is sent in to do battle with Cap'n Kruud's dudes — who sneakilly get past your home planet — Novenia's — outer defence systems.

To avoid being challenged by the Sentinel fighters' computers the Egrons disguised their ships as Star Gliders — a rare breed of inter-galactic migratory bird — which the Sentinel's computers had been programmed to allow to pass unchallenged.

So it's into the AGAV and start blasting. Cue you and Jason — or Jason and you, depending on your sex.

First you have to master the AGAV controls — which are many and sophisticated.

Compass: Tells you what direction the AGAV is heading.

Laser Sight: Get the nasties in the centre of this before letting fly. There is hardly any time lag between pressing fire and your laser hitting the target.

Laser Fire: Nice graphics show the laser bolts glowing white and red as they rip into their targets.

Laser Energy: If this gets too low nip into a Silo pronto.

Shields: Slowly worn down by enemy fire and collisions — replenished at Silos.

Altitude: Down on the joystick for up and vice-versa — but you can also use the keyboard.

Plasma Energy: AGAV's energy source — topped up at Fuel Towers.

Radar: Shows you all Stompers, Walkers, Stargliders, Bute Fighters, Armoured Vehicles, Egron Battle Tanks, Pyramid Mines, and Lotus Star Starfighters in the immediate vicinity.

Speed: Increased by space bar and decreased with Shift key. Two functions that have to be executed with keys — as are TV missiles — though these are joystick controlled once launched.

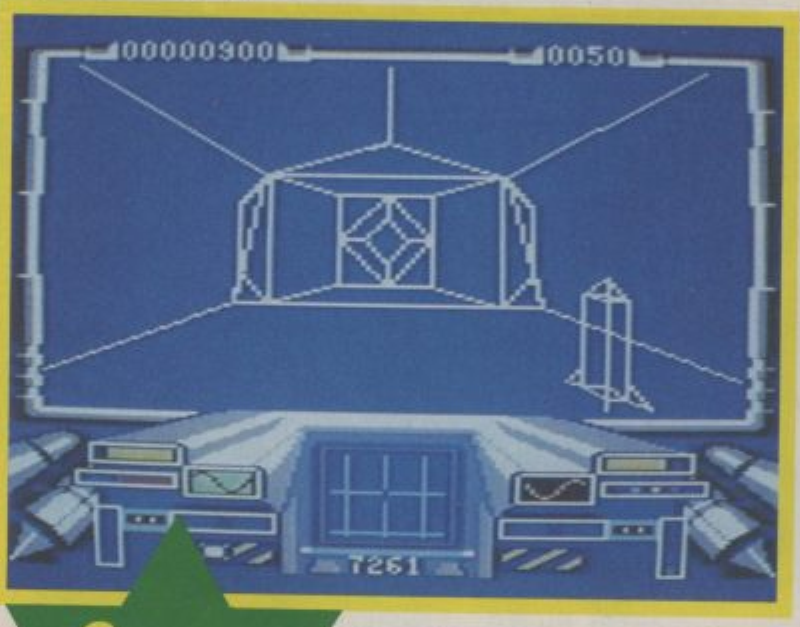
Co-Ordinates: Gives precise position — certain co-ordinates are worth remembering, remember.

Once-happy Novenia is the stage for this battle beyond the stars. The AGAV Radar has sectored the planet into a 100 × 100 grid — which scrolls in all directions in the central display screen.

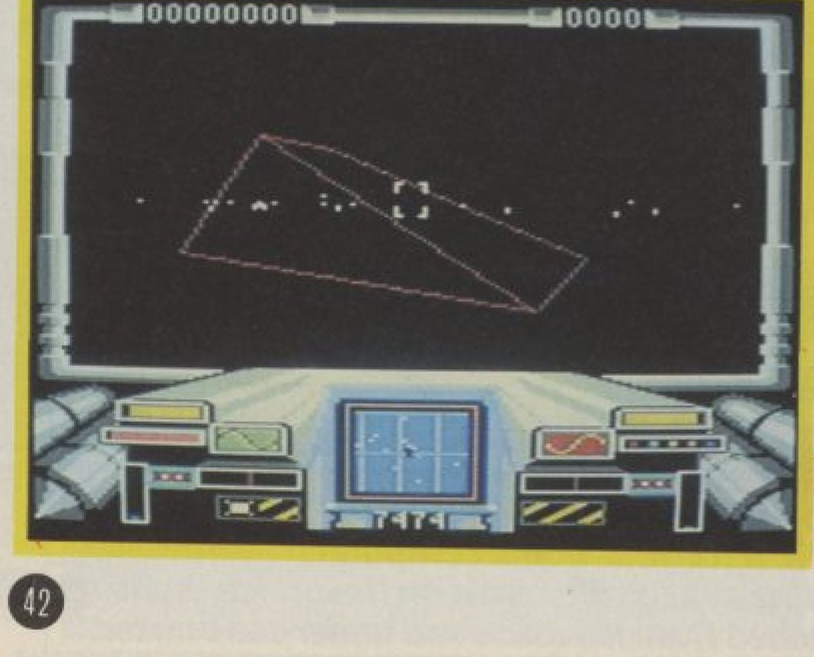
You will find many different type of enemy — from the gangly Walkers to the awkward, but persistent Stompers who determinedly pound the ground with their spindly, clod-hopper feet.

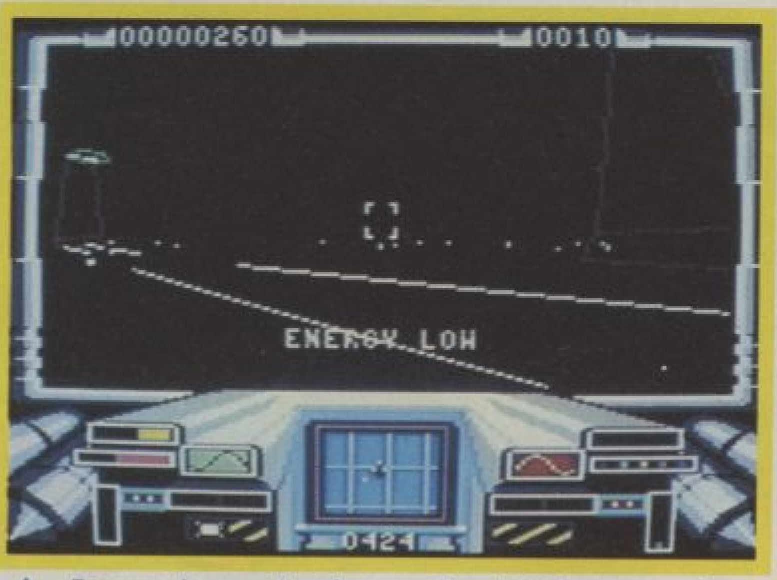
If some of these nasties give you a hard time you have to dodge into a silo for repair. Your shields and lasers

Inside a Silo — thats the TV Missile sticking up.



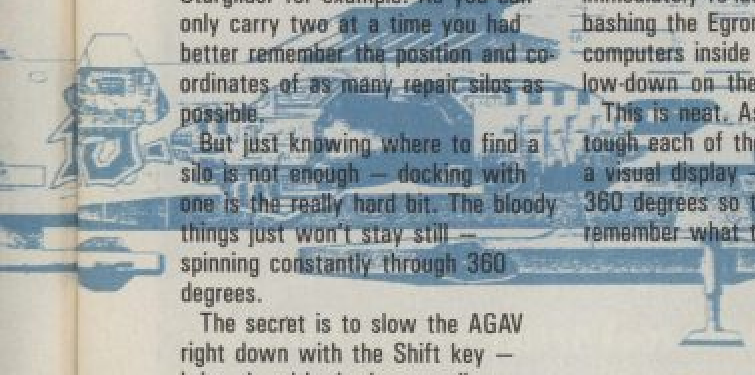
A spinning Silo — if only they'd stand still.





Energy is running low as the AGAV approaches a Re-fueling Tower.





are repaired inside a silo and you also pick up one TV-guided missile.

TV missiles are essential if you want to give the Egrons a taste of their own medicine — you need three direct hits with a TV missile to kill a Starglider for example. As you can only carry two at a time you had better remember the position and co-ordinates of as many repair silos as possible.

But just knowing where to find a silo is not enough — docking with one is the really hard bit. The bloody things just won't stay still — spinning constantly through 360 degrees.

The secret is to slow the AGAV right down with the Shift key — bring the altitude down until you are almost on the planet surface then slowly increase speed till you begin to edge forward. The Silo will spin nearer and you will be able to see the opening. Hovver till the opening is right in front of you then burst forward — the AGAV will do the rest itself.

The vector graphics are impressive inside — you see the TV missile standing on the floor and the sides of the Silo rushing past you until Docking is automatically complete.

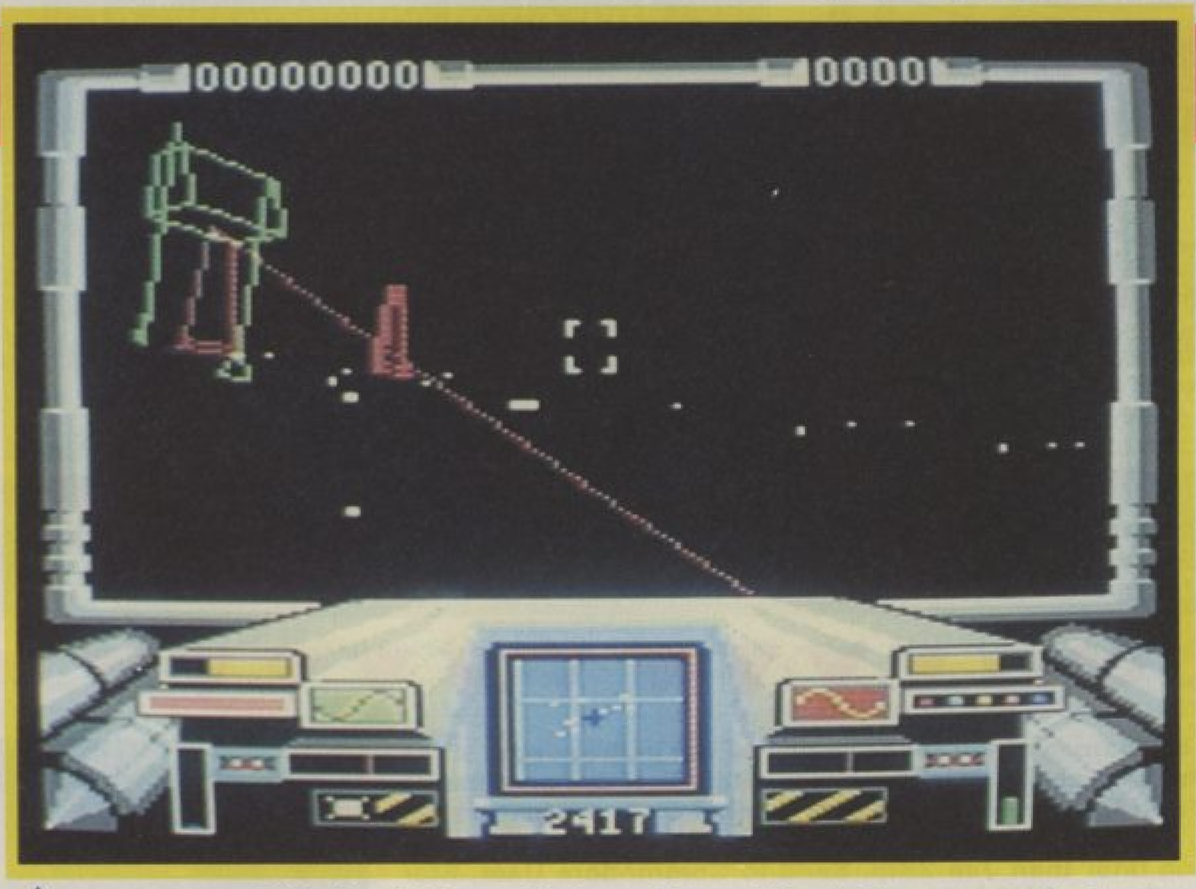
Once docked and repaired you can immediately re-launch and start bashing the Egrons or interrogate the computers inside the silo to get the low-down on the enemy.

This is neat. As well as telling how tough each of them are you also get a visual display — spinning through 360 degrees so that you can remember what they look like for when they come hurtling towards you in combat. With sixteen different type of nasty each requiring different attack strategies this is very handy indeed.

One thing the Silos won't do for you is re-charge the AGAV's energy.



Once inside the Silo you can interrogate the computer to get the low down on the enemy.



You cannot kill this Walker with laser fire — TV missiles are required.



To do this you have to fly between the two tall energy beacons that criss-cross Novenia.

Somehow the Egrons have perched an Armoured Vehicle atop one of the towers so it is wise to let it taste the heat of your lasers before you approach to refuel.

If you can manage to blast the Egron and re-fuel in one manoeuvre you can regard yourself as a pretty neat AGAV flyer.

Re-fuelling is where the game comes into its own and you really feel like flying. Unlike straight flight-sims or games like Tau Ceti you can actually fly around objects in Starglider.

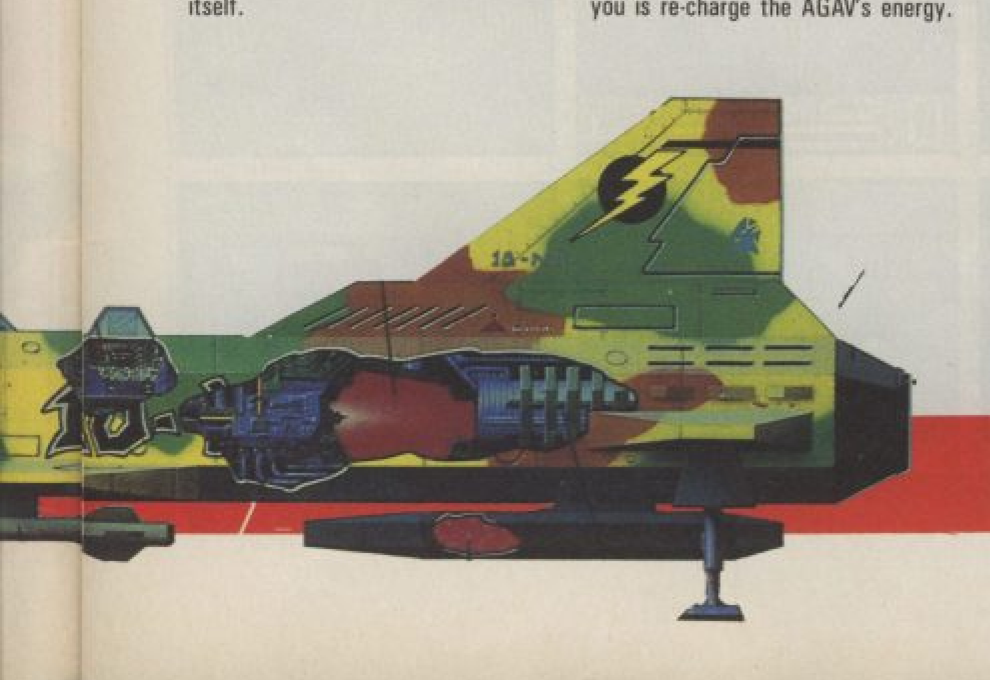
If you sweep past something — a refuel tower or a silo — it is then actually behind you in real-space. You can turn the AGAV right round, fly back, and make another attempt. However you bank, or dive, the graphics of other objects respond authentically. It is this that makes Star Glider special.

There is no doubt that Star Glider is good. The more you play it the more you get to like it. The question is — is it five pounds better than *Mercenary* say, or *Tau Ceti?*

As far as *Mercenary* is concerned I would say no. The Novagen game is the best vector graphics arcade adventure launched — with a loyal band of fans. *Tau Ceti* is also a similar game which is damned near as good as *Star Glider* at half the price.

Where as these comparisons have to be made — you also have to point out that Star Glider never set out to be the best arcade adventure ever. The games designers were aiming at the "best arcade shoot 'em up with vector graphics." In my opinion they have achieved this.

Eugene Lacey



Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

8 Overall



STARGLIDER PRIZE SPECTACULAR



The season of giving has certainly taken Rainbird Software — the people behind Starglider — by storm. They have come up with one of the best prize packages we have offered in Commodore User. Just look at this lot.

First Prize

A splendid remote control glider. You've seen them on TV, you've seen them in the park — now this is your chance to fly one yourself. The Veran Vortex glider is worth over £200 and it's up for grabs. So what are you waiting for? But that's not all. We are also throwing in a copy of Star Glider, a Commodore User T Shirt, and a special CU 1987 Poster-Calendar.

Second Prize

Ten runners up will each receive a copy of Star Glider by Rainbird Software. Don't forget to specify disk or cassette.

Third Prize

Fifty runner-up prizes of a balsa wood 'Chuck' glider. These are great fun to play with — at least the CU review team seem to think so. You never quite know which direction they are going to turn.

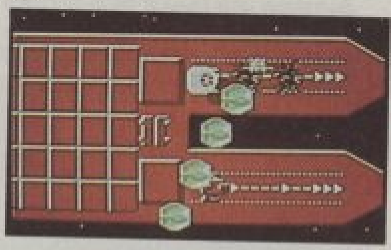
Winning is easy

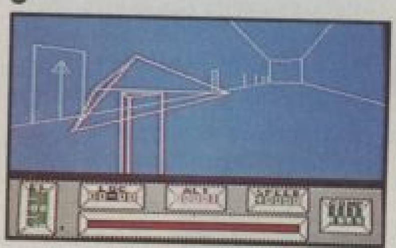
All you have to do is tell us the names of the space ships you see in the screen shots below. Alright, alright, I'll make it easier. It is Christmas after all. If you can't name the ships, name the games and I'll also give you a clue — all of them are featured in this issue and supplement.

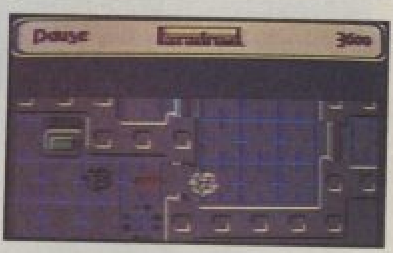
Entries should reach us no later than Jan 26th. Send to Commodore User, Star Glider Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Remember to write your name and address clearly on your entry.

7


1


3


5


8


2


4


6


9

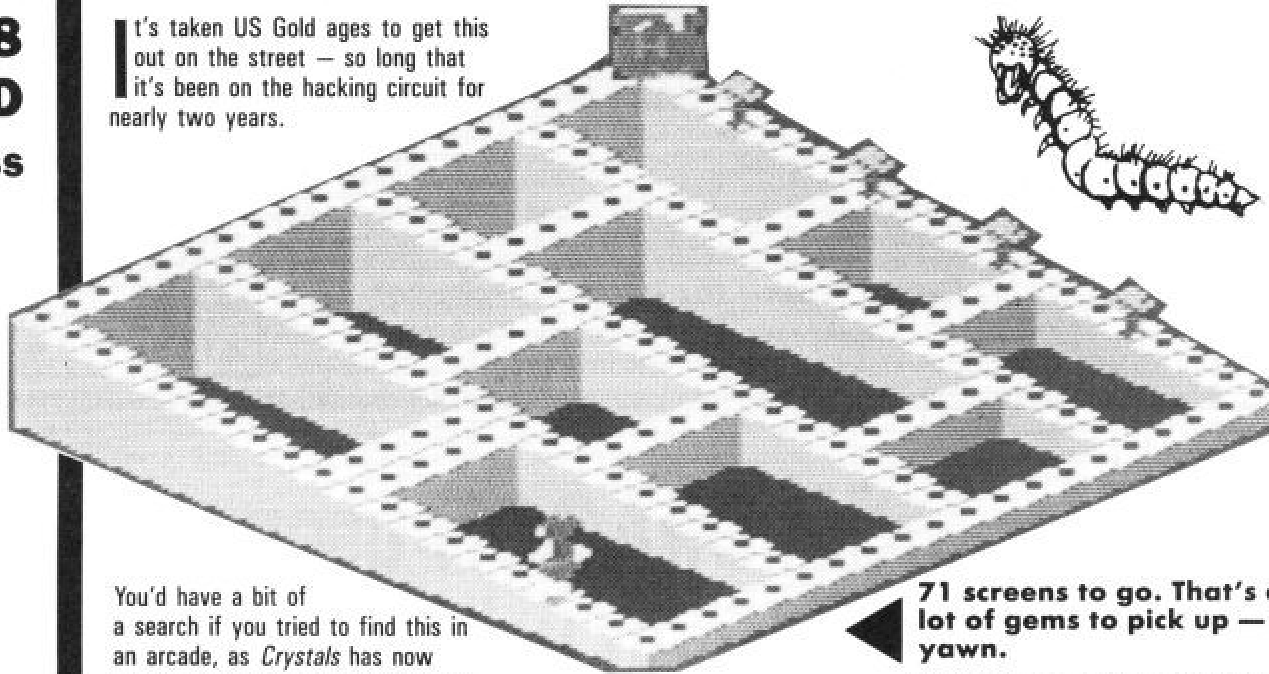



CYRUS-II
CHESS
£11.95
THE GRAND MASTER
Available on: Spectrum 48K and 128K MSX Tape
CBM64/128 Tape and Disk
SPECIAL OFFER
Part exchange your old chess program for ONLY £6.95
Send cheques/postal orders for £6.95 and your old program to:
Alligata Software Ltd., 1 Orange Street,
Sheffield S1 4DW Tel Order tel: (0742) 755796
ALLIGATA BITES BACK

● CRYSTAL CASTLES

64/128
US GOLD
Price: £9.95/cass

It's taken US Gold ages to get this out on the street — so long that it's been on the hacking circuit for nearly two years.



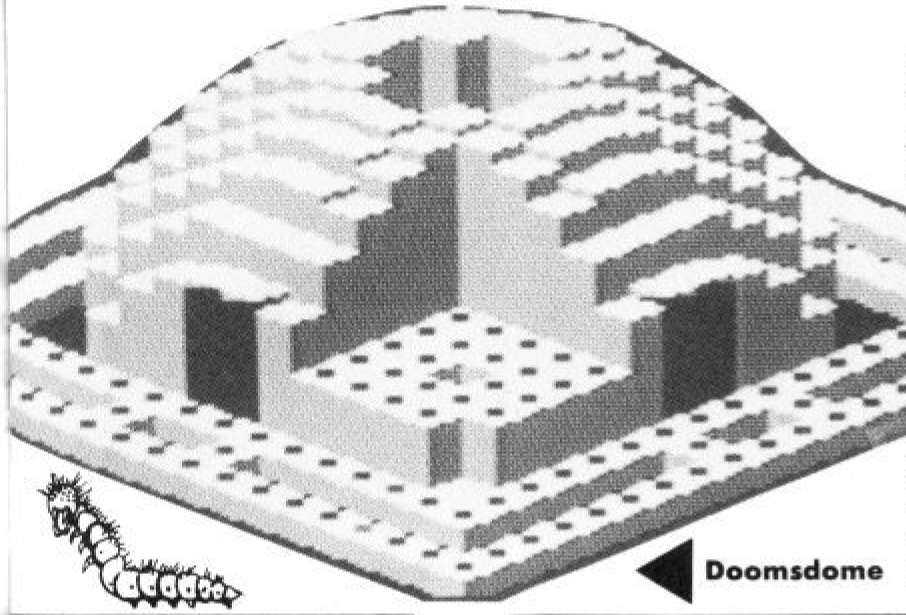


◀ 71 screens to go. That's a lot of gems to pick up — yawn.

You'd have a bit of a search if you tried to find this in an arcade, as *Crystals* has now reached the prime old age of four.

It looks very much like *Pacman* played on a *Marble Madness* course. It also plays quite similarly to *Pacman* since you have the same objective. There's eighteen levels and each level has four screens.

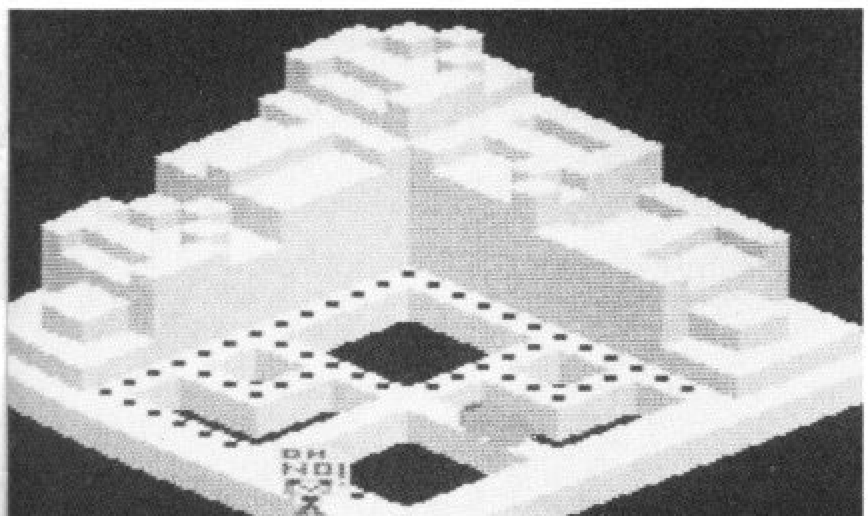
You play Bentley Bear, who has this terrific urge to collect gems up from the castle floor. This foolish whim of Bentley's is very dangerous, as there are trees, marbles, bees, and caterpillars, among others, who are very eager to terminate the life of Bentley. That's about the bear bones of it anyway. *(Groan — Ed)*



◀ **Doomsdome**

Staying very much in the *Pacman* mode, there is also a way of becoming invincible. Bump into the hat, and there you have it 'Immortality 'a la Pac-man!'. As you probably realise, this only lasts for a number of seconds. However this still renders you powerless against all other forms of life, other than the witch. (Which is rarely found.) A lesser skill is your ability to jump, which helps you no end on your quest for gems.

◀ Looks like Pacman played on a Marble Madness course.



If you pause for too long on a sheet the computer sends down a viscious swarm of bees, who will chase you around the screen for a few seconds. To deter these from coming down you can collect a honey pot, which will also give you a thousand points in the process, whilst the only nasty which you can kill are the caterpillars, but you must run into them while they are eating a gem. On selected screens there are elevators, so that you can reach the otherwise inaccessible heights.

Crystals has just the bare essentials *(that's the last time — Ed)* of a normal game, so what gave it such a cult following in the arcades? On the original it had a trackball, which worked extremely effectively and quickly. Another unique feature of the coin-op were the warps that were hidden on each screen. When you activated a warp you flew forward a few levels and were given a hefty bonus. (Hint — try where Bentley is hardly visible!) I'm pleased to announce that US Gold seem to have managed to fit in all of these.

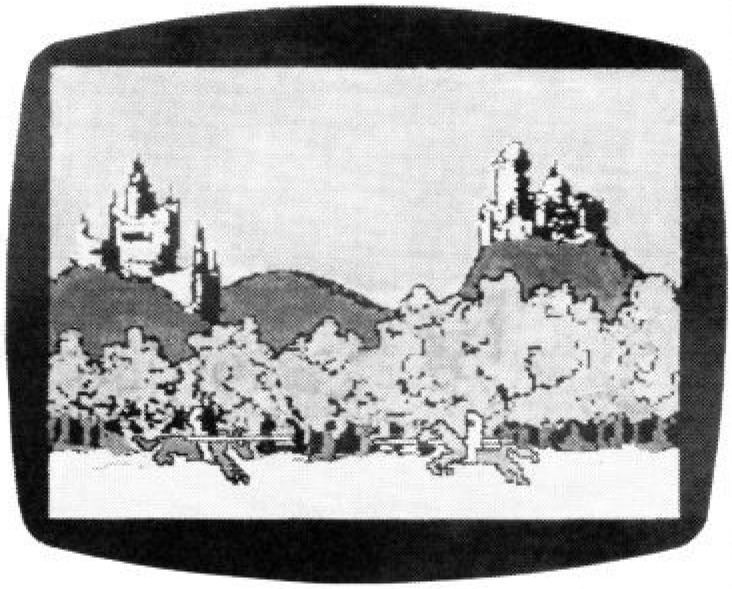
A big problem they do seem to have encountered is the control method. As I said *CC* had a trackball. Play using the joystick, is fidgety and leads to premature loss of lives.

As a conversion this is very precise and accurate, but inevitably it looks dated. Had this been in the shops two years ago US Gold would have had a massive hit on their hands, but two years on . . . well you can't teach an old dog, er, bear new tricks!

Ferdy Hamilton

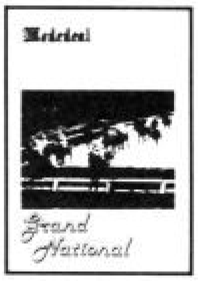
Rating (1–10)	Score
Graphics	6
Sound	5
Toughness	8
Endurance	6
Value	6
Overall	**6**

You can now... program a game – as professional as many programs in the shops – with sprites, graphics, action, music, sound and all that.



Look at the picture: the game it shows was produced in only one evening! Horses, knights, lances, everything is moving. And everytime a horseshoe touches the ground the sound-chip makes a "tapp" synchronous with the pictures!
Too complicated? Not for you –
if you use the powerful ***RP-System!***

Because the RP-System contents:
Typesets, hundreds of sprites and spritesequences (animals, robots, spaceships, phantasy-creatures, etc.), a background construction set, part screen scrolling,easy sound facilities, simply every thing you need to programme a super game.
But the RP-System is a ***complete programming system***. That means, that it contents a sub-programme which makes your games machine-code-fast. Spritesequences, sounds, music, everything works quick and independent of each other. Even beginners can program complex games because your programme that uses the RP-System-subroutines is simply programmed in BASIC. Only one line programmed in BASIC produces action you never dreamed of.
The RP-System is no Basic-Extension – so it remains compileable! The RP-System is the System you need if you want to write successful professional videogames without having month of time to spend.
The RP-System by the founder of HOMECOMPUTER* and CPU* is used thousands of times throughout the world.



Order the ***new special british version RP-System 4.0*** now.
It is available on Cassette or Disc (ca. 1300 blocks used).
Its available on ***Disc £ 14.90 Cassette £ 15.40***

* Bestselling homecomputer-magazines 1983/84 in Germany, Switzerland and Austria

For Commodore 64

Free Demo Game for every purchaser
Grand National programmed with the RP-System
Compiled version + BASIC version + program-listing.

Send in cheque or postal order to:
HIGH SPEED SOFTWARE
1, Coombe House
Hartland Road
Addlestone Surrey
KT15 1JU

The program DRAGON users around the world have been using (and enthusing over) all year!

THE FANTASTIC

★ ★ PRINTER CONTROL ★ ★

NOW AVAILABLE FOR THE COMMODORE 64

The ULTIMATE in utilities software. Versions available for 101 different printers, serial, parallel, dot matrix, daisywheels and electronic typewriters. (There is even a Hebrew version which edits and prints right to left!)

PRINTER CONTROL makes text and graphic printing simple and a lot of fun. Each program is tailored to the customer's printer. When you receive **PRINTER CONTROL** you never look at your manual again!

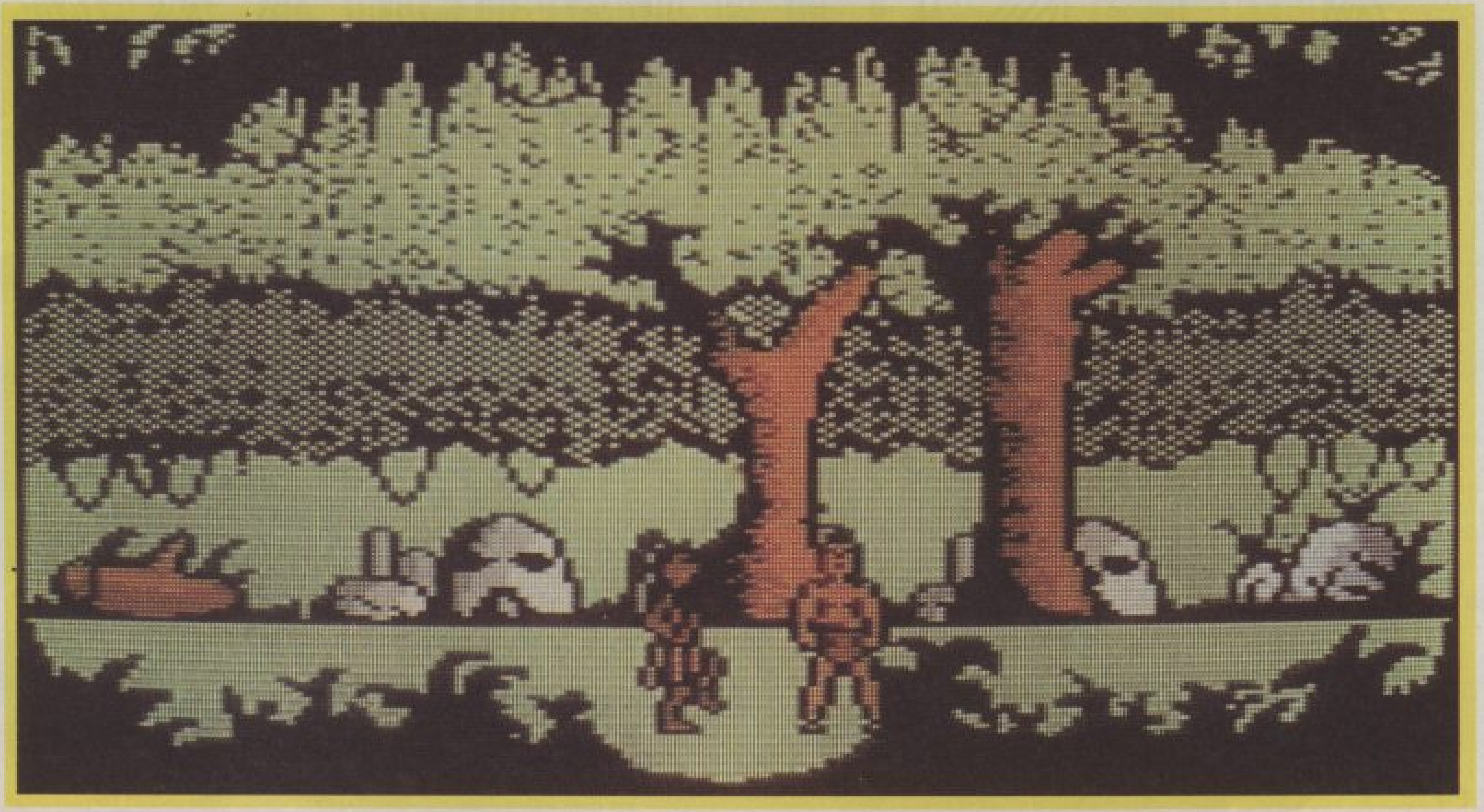
PRINTER CONTROL is the only printer/word processing program in the world which will allow you to use all the different character styles and sizes available on your printer plus graphics and to mix them all on the same line and still right justify the result!

All registered users of **PRINTER CONTROL** are automatically enrolled in a FREE ADVICE AND INFORMATION SERVICE. All copies of the program carry an unconditional guarantee.

Most Printers: **Disc £25.00. Cassette £20.00.**
Unusual printers price on request.
Phone any time for free quote and advice — no obligation.
Available only from:

MacGowan Consultants
6 Arnhem Drive, Caythorpe, Nr. Grantham,
Lincs. NG32 3DQ (0400 72085)

REAL VALUE FOR MONEY SOFTWARE



TARZAN

▲ Dusk falls and the crickets click — nice caption, eh?

64/128
MARTECH
Price: £9.95/cass

I hear the sound of distant drums, must be lunchtime ▼



You must all be familiar with the story of Tarzan, abandoned in the African jungle as an infant to be raised by a family of apes. Martech's adventure concentrates on one particular episode of our hero's life.

The eyes of the rainbow are seven gemstones, part of the tribal shrine of the Wamabo tribe, stolen by a troupe of mischievous monkeys and scattered throughout the forest. The Wamabo's chief, Usanga, believes Tarzan to have stolen them and is holding Jane (Lady Jane Greystoke to you) hostage against the return of the stones.

Maddened by the theft of the stones, Usanga has given Tarzan just three days to return them, or he'll feed Jane to his pet panther at dusk of the third day. Thus your task unfolds. Take on the role of Tarzan, recover the stones and rescue Jane from a fate worse than 'Blind Date'.

Naturally, the jungle is not the healthiest of places to be. While roaming tigers (which on close inspection turned out to be cheetahs), venomous snakes, quicksand and afronted natives are no match for your raw strength, you will still need all the skills and instincts nature has fortunately bestowed upon you to complete your task.

Various objects are at your disposal, cunningly hidden in boxes in the jungle's undergrowth. Apart from the stones themselves, you are likely to find many objects that will help you on your quest. Some have only to be 'held' to be of use, while others need to be dropped where needed. For example, you will need to find the bullwhip before you are able to catch the rope and swing across the pit.

When you find a box containing a potentially useful item, an icon representing the contents is displayed at the bottom of the screen, the object can then be selected for use with a banana-shaped cursor. Also at the bottom of the screen is a green bar, slowly shrinking, which indictes the time left for the completion of your quest.

Visually, the jungle extends about five 'screens' to left and right of you while gaps in the foliage allow access to other jungle paths.

As the day/night cycle progresses, the screen colours alter giving a realistic dusk and dawn effect.

Tarzan is reasonably agile (considering his age) and can turn somersaults, jump up and down and fight with the ferocity of a tiger with it's tail on fire! Controlling Tarzan won't put too much strain on your joystick, or your brain. Simple combinations of button and direction are enough.

While Martech's graphics might leave something to be desired, they've really gone to town on the music. The jungle drums feature prominently throughout the game and sound is remarkably authentic. At the start of the game you are treated to a rendering of the original Tarzan theme tune (anyone know what it's called?) while at night the crickets start chirping, adding to the atmosphere considerably. I was quite content to sit and listen for a while.

Well, there you have it. Based on a classic, Martech's game will have instant appeal to young and old alike. Although the story-line has been fairly well thought out I felt there just wasn't enough happening to hold my interest for very long. I've already mentioned the lack of scrolling, and the fact that jungle scenes all look very similar to one another.

Apart from that, I can't find anything to complain about. But I must admit that the game just didn't do anything for me. Don't be put off though, the music is excellent!

Fred Reid

Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

6 Overall

ONDERLAND



WORLD
GAMES
Go and get it – it does for the Commodore what trident does for demolition. Not only have Epyx produced an unbeatable game–they've come up with some of the best graphics and sound I've ever seen and heard–Zzap 64 November 1986 Gold Medal.
CBM 64/128, Amstrad Cassette *£9.99* Disk *£14.99*
Spectrum 48k Cassette *£8.99* Atari ST Disk *£24.99* Amiga, IBM, Apple Disk *£24.95*



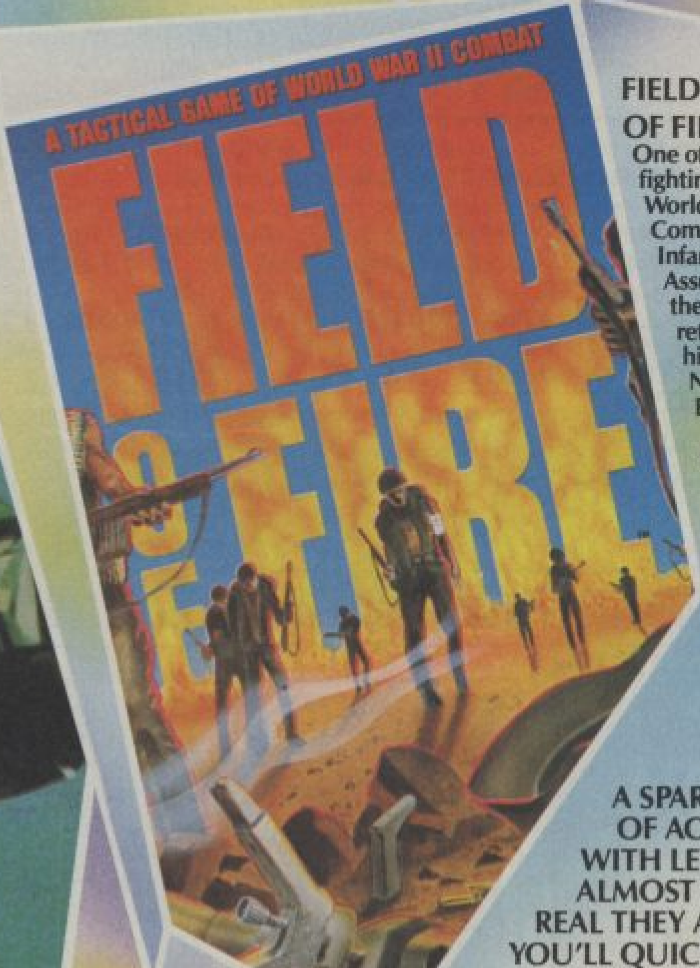
ACROJET
A thrilling decathlon of aerobatic events in your own personal sports jet the BD5-J, a one-man 200mph plus aircraft that is fully acrobatic and is everything a real pilot could want or handle.

CBM 64/128, Spectrum 48k
Amstrad, MSX
Cassette *£9.95*
CBM 64/128, Amstrad
Disk *£14.99*



SUPER
HUEY II
Pilot your helicopter in six exciting rescue and combat simulation scenarios:– RENEGADE; BRUSH FIRE; GULF OF TERROR; BERMUDA TRIANGLE; ARCTIC RESCUE and OIL BLAZE.

CBM 64/128, Atari Cassette *£9.99* Disk *£14.99*
Amiga, Apple, Atari ST Disk *£19.99*



FIELD
OF FIRE
One of the finest fighting forces during World War II was Easy Company of the First Infantry Division. Assume command of these heroic men and retrace eight of their historical battles in North Africa and Europe.

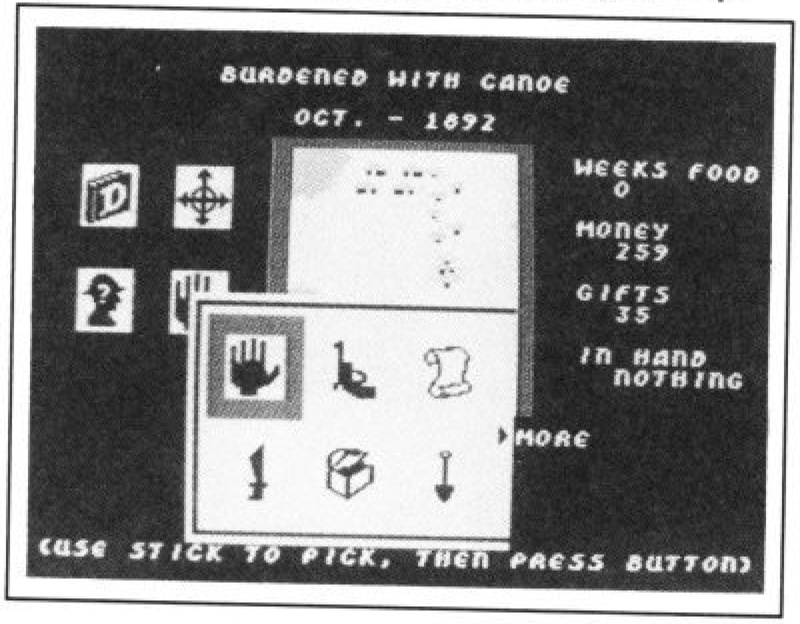
CBM 64/128 Cassette *£9.99* Atari Disk *£14.99*

A DAZZLING ARRAY
OF SOFTWARE
ENTERTAINMENT.
A SPARKLING COLLECTION
OF ACTION PACKED TITLES
WITH LEVELS OF CHALLENGE
ALMOST BEYOND BELIEF. BUT
REAL THEY ARE, PLAY THEM AND
YOU'LL QUICKLY BE ABSORBED IN
A WONDEROUS WORLD OF SKILL
AND EXCITEMENT.

U.S. GOLD
All American Software

U.S. Gold Limited, Units 2/3 Holford Way, Holford, Birmingham B6 7AX Telephone: 021-356 3388

There are lots of handy tools to be picked up.





HEART OF AFRICA

ARIOLASOFT/ ELECTRONIC ARTS
Price:£14.95/disk

The year is 1890 and you stand in the port of Cairo. Somewhere in this mysterious dark continent lies the hidden tomb of an ancient pharoah packed with treasure beyond belief.

You have been despatched on this noble quest by an equally mysterious Mr Primm who stipulated this quest as the condition you must fulfill to gain his inheritance.

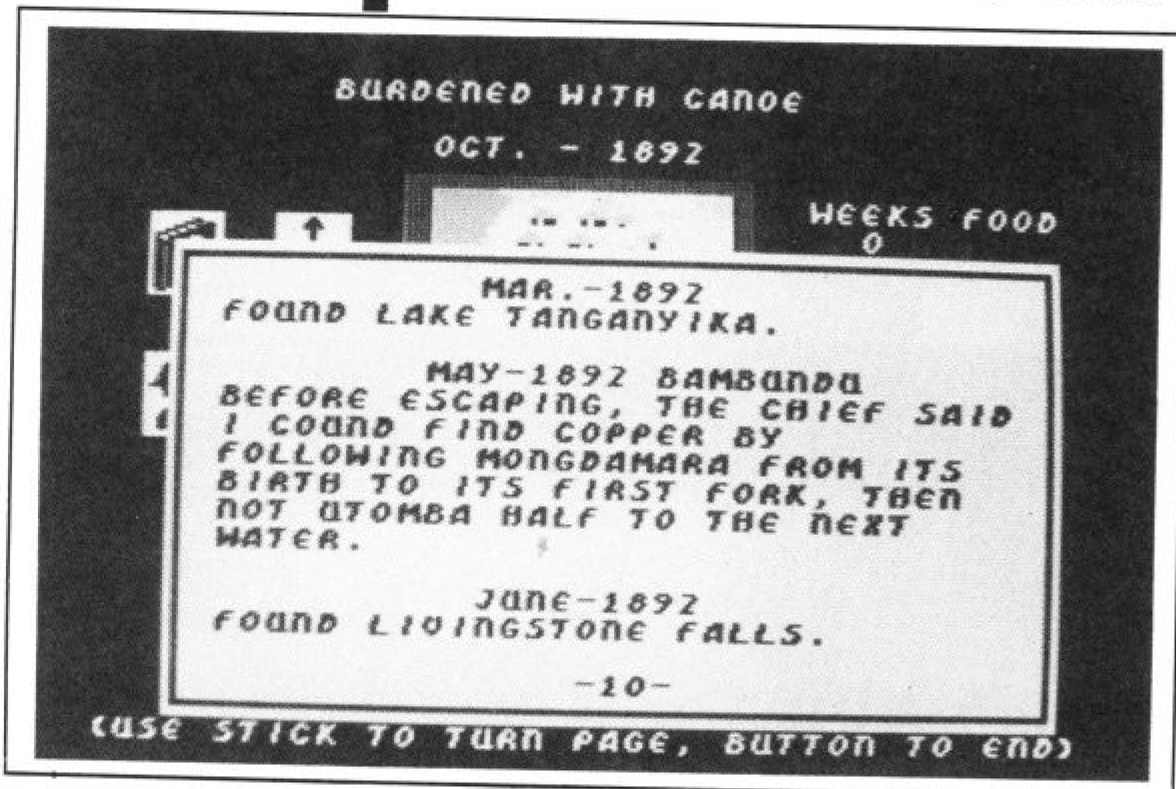
You must go alone and seek out the tomb and return within five years.

All you have to begin your search is supplies enough for 10 weeks and £250.

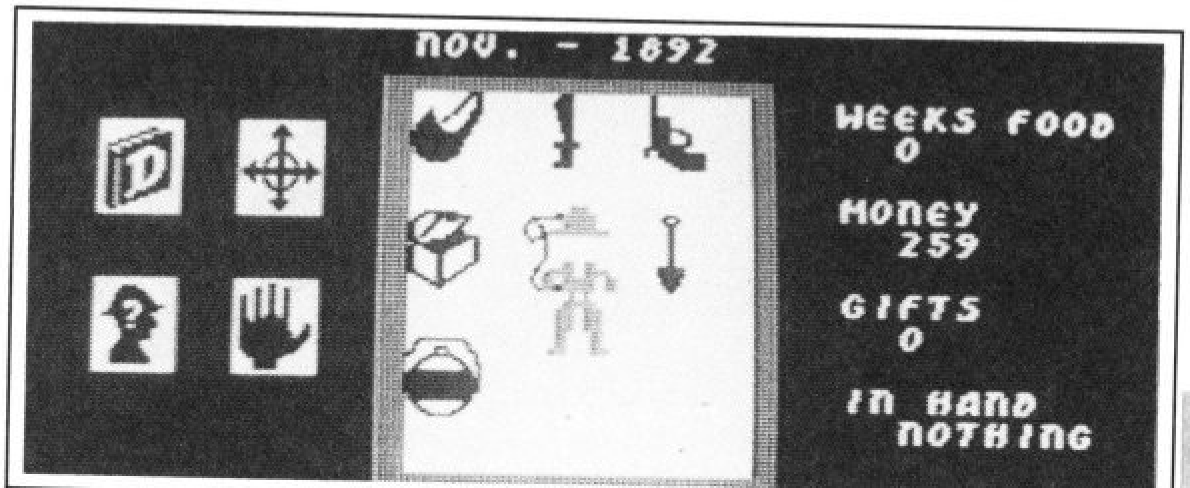
Included with the game disk is a 20 page booklet in which you can find Mr Primms invaluable notes on Africa. These describe his journey across the continent and the natives he met.

Among the huts that form the port of Cairo you find buildings in which you can buy food supplies, weapons, ship passage to other major ports, useful equipment such as a machete to hack your way through the jungle, a canoe to travel by river (look out for waterfalls!), a map to help you find your way round and a shovel to dig up buried caches of previous explorers and curious novelties to trade with the natives.

When you're away from the



You keep a daily record of events in your diary.



You've got no food left. Looks like your expedition is over.

civilised ports you're literally on your own.

Here your first priority must be survival as you hop from one native village to the next. If the natives are friendly you can trade for more food and perhaps have an audience with the chief. Offer him the right present (bribe) then you may get a useful clue as to the whereabouts of some gold or copper or the tomb itself. Unfortunatley, you may also earn yourself a spear in the back!

Primm's notes are an invaluable help when dealing with natives and give some clues to the nature of the Ugandi, Swahili, Lunda, Pygmy, Nubian and Zulu tribes as well as the others you're bound to come across. Also a valued insight into the way the tribes talk since some refer to east as west (where the wind comes from) or even as left of North! If you don't know what they mean you can't understand their clues.

As you travel uncharted territory your exploits are noted in your diary and earn you much needed cash when you return to a port. This is particularly useful especially if you've just staggered back into port having abandoned your leaky canoe over the Victoria Falls, been robbed by the Bushmen and dying from a snake bite.



With enough funds you can get yourself patched up, re-equipped and back on the trail.

The screen display hardly reflects these heroic deeds as a miniature screen plots your movement and local surroundings. Besides this meagre display are your current totals of food supplies, money, gifts and what you've got in your hand.





Pressing the fire button selects one of four icons that allow you to refer back to your diary (that plots areas discovered and clues you've got from native chiefs), check your bearings either in a town (find useful hints) or in the country, check how you are and where you are and pick and use objects (dig with shovel, climb mountains with rope and bribe chiefs with emeralds and gold or threaten them with a gun).

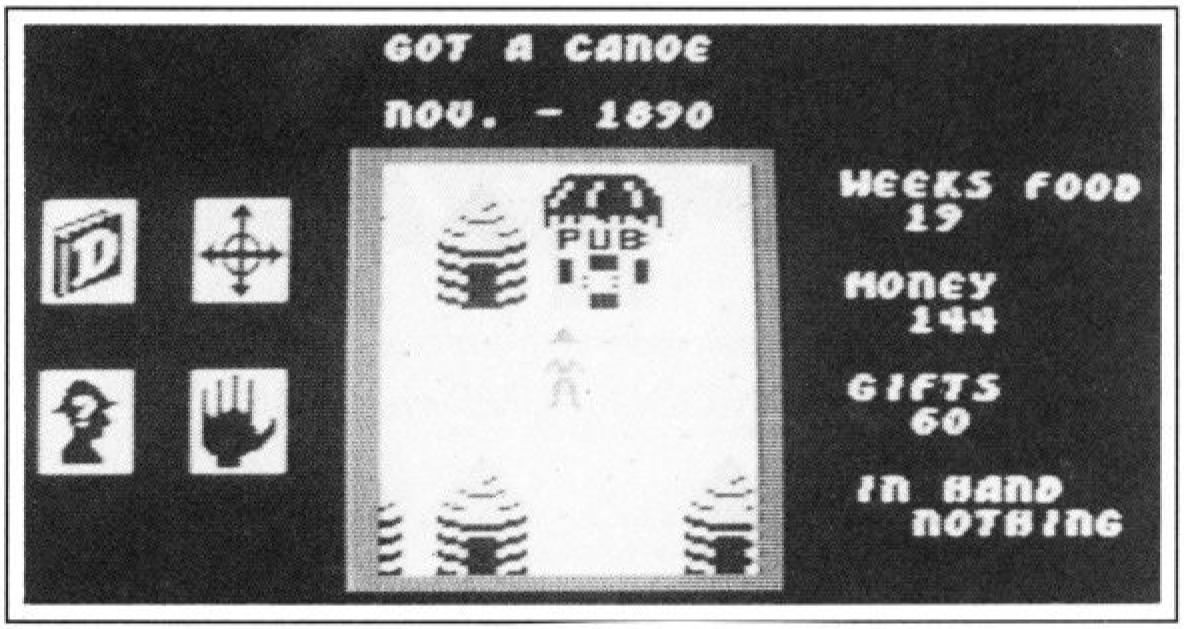
The chiefs are the key to the game as if bribed or threatened they reveal what little they know about the tomb and it's location. Having walked and rowed the length and breadth of this massive continent I at last found some natives that sang songs of an ancient white god. They've promised to lead me to the tomb but first they insisted I stay for dinner . . .

Heart of Africa is a fascinating game of exploration and survival that you must play until you get a rumour of the tomb. Then you must follow the trail village by village as the rumours get stronger but always being on the lookout for danger particularly cannibals!

A worthy successor to *Seven Cities of Gold.*

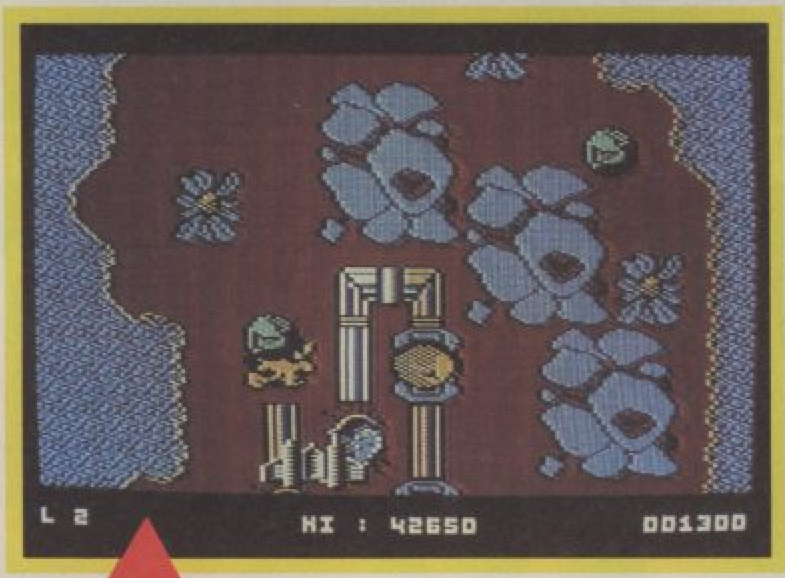
Tony Hetherington

Funny, you wouldn't dream of finding a pub in the jungle.



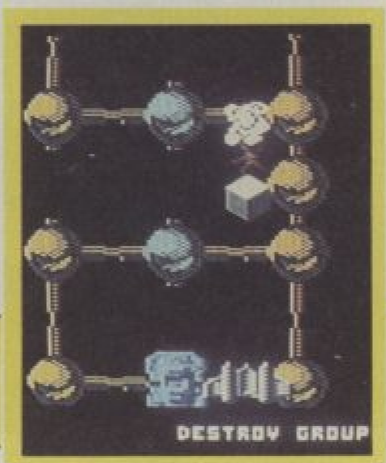
Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

8
Overall



Dazzling graphics but it's still only a shoot 'em up

Extra lives are hidden in the Control Centres



Screen Star

FASTER THAN LIGHT

Price: £7.95/cass

As soon as this tape loads you can tell that the music is by the games business's very own St Bob — no, not Geldoff, Hubbard.

This game falls short for originality in just about every department except the High Score table. You have to shoot the letters of your name as the alphabet scrolls past at speed.

This makes entering your name a more time consuming operation than the game itself — interesting but highly impractical.

Putting the lack of originality to one side I enjoyed *Lightforce* — though it has to be said that you must have at least one game like this in your collection already.

Faster Than Light an arcade branch of Gargoyle Games did very well with this on the Spectrum — but I am not sure if it is going to be up there with *Uridium, Sanxion* and the like in the 64 shoot 'em up big league.



As is the case with most concentrated shoot 'em ups the plot isn't of any particular interest. You are the pilot of a Lightforce Fighter that is suddenly set upon by thousands of aliens. Look don't blame me — I told you it wouldn't win any prizes for originality.

Switch on your autofire if you've got one and start wasting them.

The screen scrolls smoothly upwards with the aliens coming at you from all directions.

Some of these nasties can be vaporised with one shot of laser fire — others will require several direct hits.

The enemy attack in waves — each wave appearing from a different part of the screen. An extra bonus is up for grabs if you successfully wipe out every single alien in a wave.

About every fourth wave you find yourself flying over a Control Centre which has various bits and bobs that can be blasted to earn still more points. The danger here is that you will get too greedy and take your eye off the aliens that are still coming thick and fast.

The graphics on these centres of the increasingly popular metallic variety as seen in various games like *Uridium, Parallax,* and *Warhawk* to name but three.

Talking of Warhawk it is worth pointing out that the games are really very similar but the Firebird game has the advantage of a budget price tag.

In fairness to Light Force it does have more to keep you occupied longer. There are four rather large levels to get through — each one looking graphically spectacular. Light Force also has extra weapons to be located and bonus lives hidden in the Control Centres. You can also earn an extra life by annihilating four Control Centres.

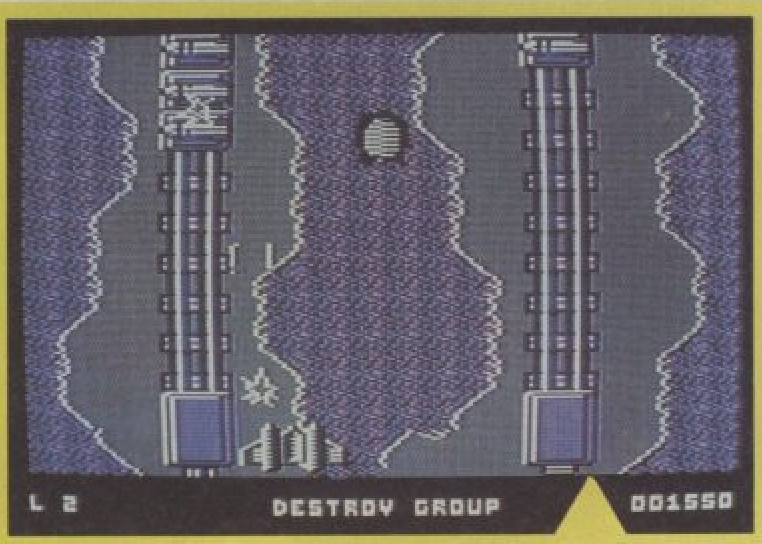
Metallic though the sprites may be the backdrops are exactly the opposite — Level Two for example is a dazzling shade of orange.

The sound is excellent — way up to Rob Hubbard's top notch work. I do have one gripe with the sound though — you have to choose between sound effects or music. Both are incredible — it would have been so neat to have them both at the same time.

All in all this is an extraordinarily good first game from FTL.

Ferdy Hamilton

Could this be Warhawk? No, Warhawk leaves you with change from a fiver.



Screen Star

Some of the planets spin round each other, pretty spectacular

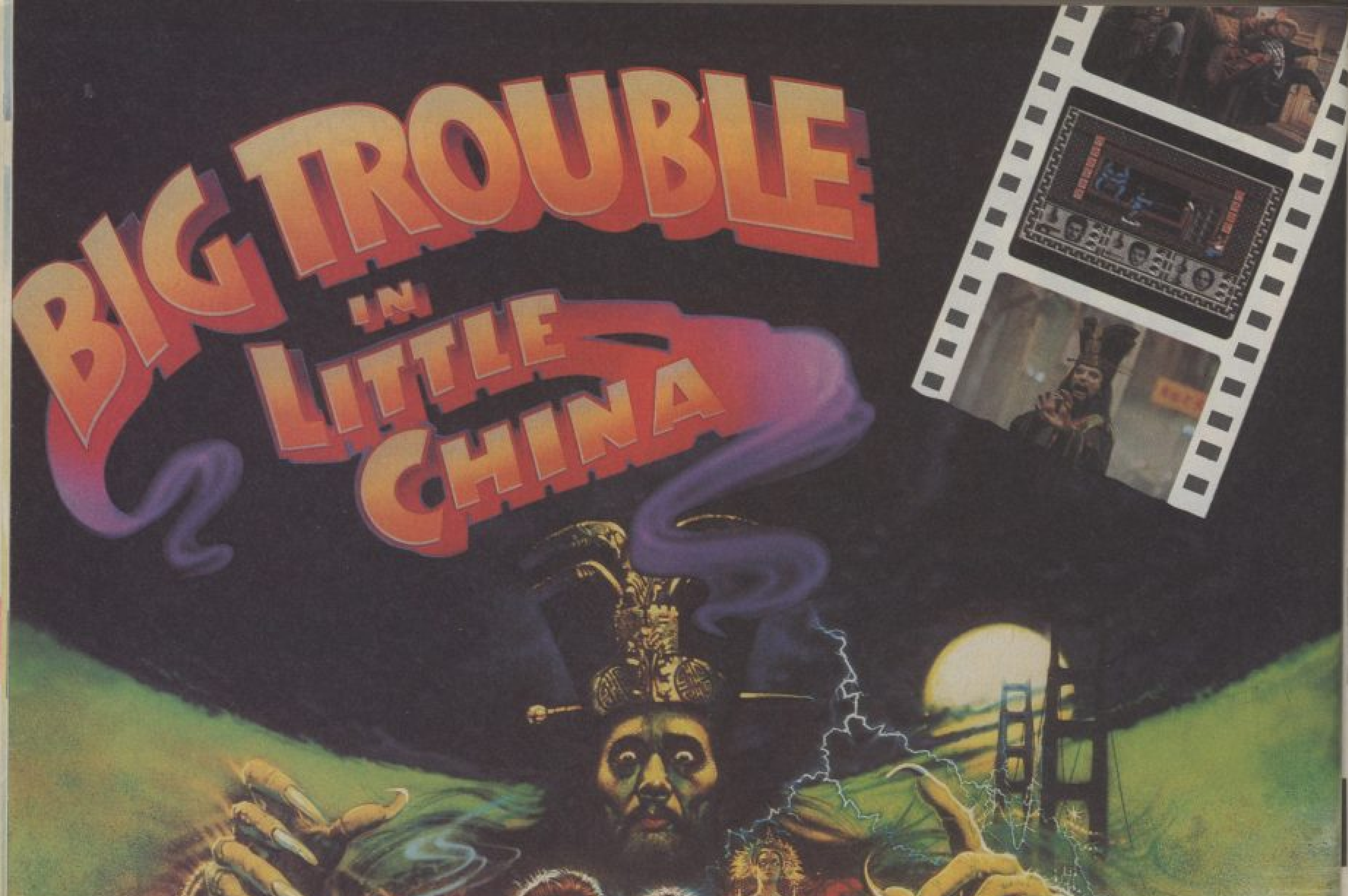


Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10

8 Overall



rld's Greatest Sporting Challenge...
D GAMES
Eight international events: Cliff Diving, Sumo Wrestling, Bull Riding, Barrel Jumping, Log Rolling, Weight Lifting, Slalom Skiing, and, of course, the Caber Toss.
Visit eight nations to compete. Includes a detailed history and travelogue for your reference.
Join the World Hall of Fame. That is, if you acquire the gold.
One to eight players.
Commodore 64/128 £9.99 cass. £14.99 disk
Spectrum 48K £8.99 cass.
Amstrad £9.99 cass. £14.99 disk
Atari ST £24.95 disk
"Now Epyx bring you their most outstanding sports simulation to date – World Games, featuring eight exciting new events from around the world to test your joystick mettle to the full."
Zzap 64
U.S. GOLD®
All American Software
EPYX
TM



BASED ON THE FANTASTICAL FILM

Take 1

You are led into the heart of the bizarre underworld ruled by the ancient Mandarin Warlord, Lo Pan.

Your mission – to rescue the beautiful green eyed Miao Yin before she is sacrificed to a demon.

Playing ALL three of the film's great heroes – American Jack 'the lad' Burton, martial art expert Wang Chi and ancient magician Egg Shen – defeat Lo Pan and his unearthly body of supporters as the evil unfolds around the ancient Warlord and his pact with a demon.

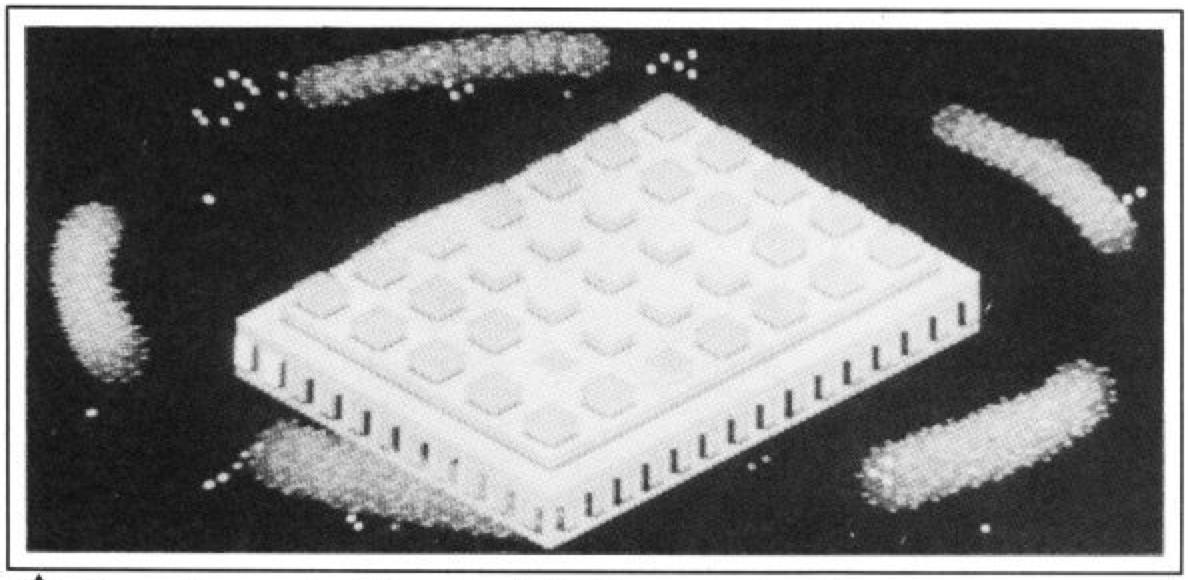
AVAILABLE ON

Amstrad CPC cassette	£9.99
Amstrad CPC disk	£14.99
Commodore 64/128 cassette	£9.99
Commodore 64/128 disk	£14.99
ZX Spectrum 48/128K/+	£9.99

Electric Dreams
S O F T W A R E

31 Carlton Crescent, Southampton SO1 2EW

Mail Order: Electric Dreams Software, 23 Pond Street, Hampstead, London NW3 2PN



Somewhere under this mass of dots lies a cosmic code.

factory and proceed to the final stage of the game.

Before you can solve the cosmic puzzle that lies ahead in this final challenge you must reveal the code hidden in the dots that cover the factory floor. These are revealed as dots that aren't cleared and form a shape that must be entered on the control unit in stage three. This is done by positioning your "key sphere' over appropriate squares and pressing fire as they reach yellow in the changing cycle of colours. However you must be quick as a deadly force field tracks your every move making this almost impossible. Should you succeed then it's back to stage one but at a higher level.

As the levels increase the distance between base and factory grows as does the number of mines to dodge, the mazes get bigger and more complex with passageways arranged to lead you into robo-mine traps. And finally the code that you must enter gets harder and harder until even the best must fall. You'd have to be magnificent to reach level seven.

An interesting mix of arcade skills and puzzle solving will be required to complete this. The slick presentation and impressive graphics hide this game's simplicity (a combination of *Zaxxon, Pacman* and a slide puzzle!) and willl give it a higher chart position than it deserves.

Tony Hetherington

SIGMA 7

COMMODORE 64/128
DURELL
Price: £9.95/cass

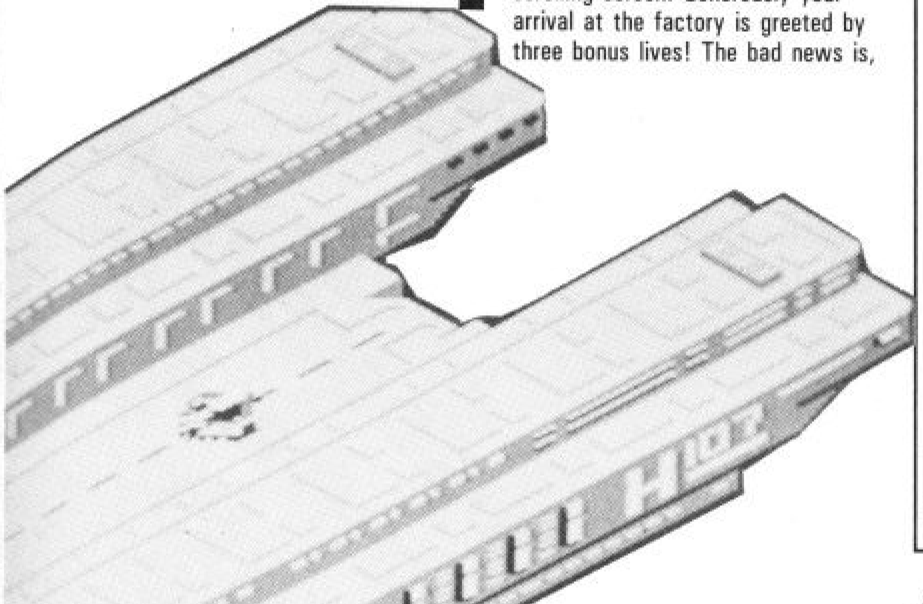
Sigma 7 is a seven level, three stage challenge in which you must blast aliens, uncover codes and solve cosmic puzzles.

The first stage of the first level starts as you blast off from your base for the short trip to the first factory. On route you will have to battle your way through the swarming space mines that sweep past you before charging in for the kill. Bonuses can be earned if you can take out a whole wave of mines without losing one of your three lives.

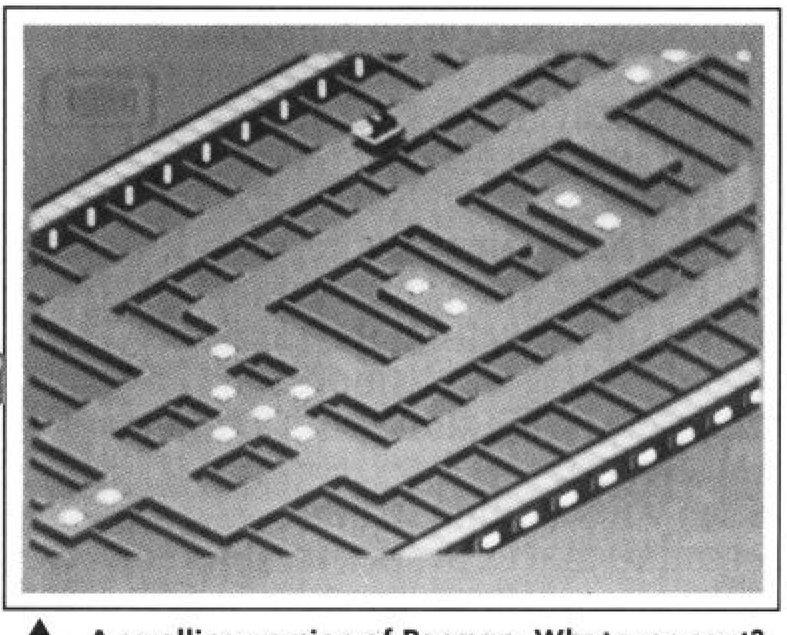
At first sight this seems remarkably easy as they fly in front of your sights before charging. The killer mines are the ones that suddenly change course to trap unwary Sigma pilots hiding in the corner of the *Zaxxon*-style, diagonally scrolling screen. Generously your arrival at the factory is greeted by three bonus lives! The bad news is, you're going to need them.

Stage two is a variant of *Pacman!* No don't turn over it's actually quite good. A massive diagonally scrolling maze is littered with dots that you must clear while avoiding the deadly touch of the defending robo-mines. These home in on you at an alarming rate trapping you despite the fact you can blow them away with a single laser blast. If you lose your concentration you'll be quickly overrun, lose a life and be returned to the start of the maze.

A spiral at the top of the screen keeps a track of the time you've taken and changes colour once you've cleared a percentage of the screen (that's not much on the first level). Then you can leave the



You take off from here into a graphically deficient space.



A scrolling version of Pacman. Whatever next?

	Rating (1–10)
Graphics	8
Sound	5
Toughness	8
Endurance	6
Value	5

6 Overall



"Yes that's right, you! The big hunk reading this magazine.

I know you thought I was keen on those roboid macho men Laww and Jackson T. Kalliber, but I always had dreams of getting closer to a real man . . . Aah, the way you held your joystick, the way you nonchalantly flicked through the computer mags before decisively picking up the DECEMBER issue of COMPUTER & VIDEO GAMES.

I just know you won't be disappointed when you see me glinting superbly from the front cover of C & V G, what's more I'm completely FREE, along with 7 other great stickers.

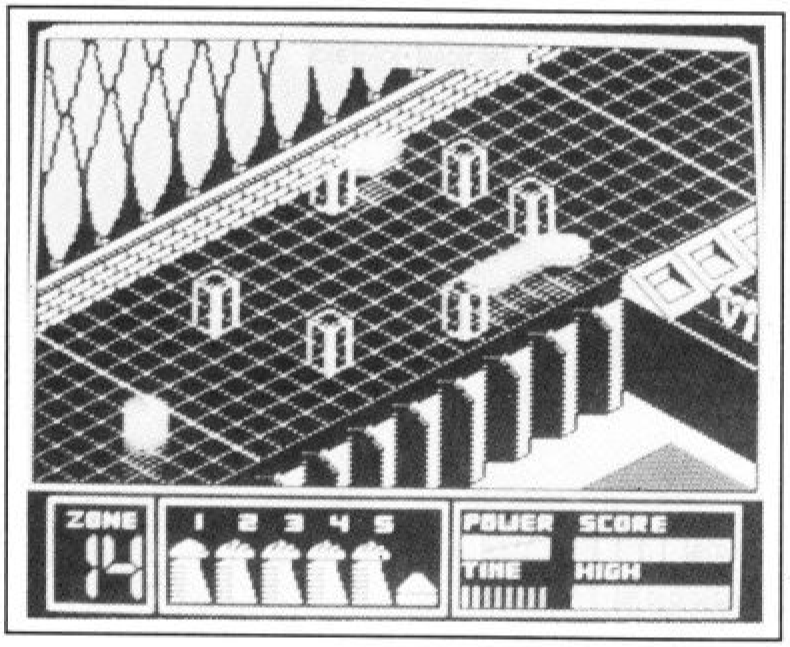
I bet you're going to find interesting places to stick us all!

Bye for now, see you on November 18th at all good newsagents."

Melissa R.

COMPUTER +VIDEO GAMES

THE ENORMOUS DECEMBER ISSUE WITH FREE BUG HUNTER STICKERS ONLY 98p



◀ **Graphics are impressive throughout the game.**

● HIGHWAY ENCOUNTER

64/128
VORTEX/ GREMLIN GRAPHICS
Price: £7.95/cass

It seems almost an eon since this game first appeared on the Spectrum way back in early 1985. It was one of my favourites then, and was considered by many to be a minor classic.

The idea behind the game is devastatingly simple. The alien mothership has landed on Earth, and sits astride a long, straight, highway.

You control, with keys or joystick, a task force of five Vortans – mobile droids with more than a passing resemblance to Daleks – whose job it is to shunt the ultimate weapons system, the Lasertron, up the road until it can be detonated inside the mothership, itself at Zone Zero. Blocks and oil drums lie in your path, and a vast assortment of unpleasant foes advance towards you.

Your droids are armed with lasers, which can be fired in bursts, and which take a few seconds to recharge, although, not surprisingly, you haven't got all day to beat off the alien invasion.

Put like that, it all sounds little more than your average shooting party. What elevates it are the 3D graphics, the smooth manoeuvrability of the Vortan droids, and above all, the demands the game makes on your powers of quick, strategic, thinking. While it is possible for shoot 'em up addicts to send their chief droid accelerating up the highway at speed, zapping rapidly to left and right, this won't get them, or the Lasertron, very far.

For a start, you can only control one Vortan at a time. While it scoots back and forth firing at encroaching nasties, the rest of its team ponderously pushes the Lasertron forward until it comes up against an immovable object. At this point you've got to figure out a way of removing the obstacle, always bearing in mind that in doing so, you might be allowing the task force to continue straight into the path of a floating mine – one of the many balls of energy that criss-cross the road ahead.

Oil drums can't be destroyed, but they can be pushed, either by laser blasts or brute force, out of the way. You can also use them to hem in a mobile mine, thus rendering it harmless.

Only when the Vortan under your control is destroyed, by touching an alien or running into a lethal obstacle, does control switch to another in the task force – the last in line. When all five Vortans have been lost, the game ends and Earth presumably succumbs to the alien intruders.

There's 30 screens in all and, predictably, they get ever more hairy, with increasing numbers of mines and more intelligent aliens. The latter are not content with travelling blindly into the path of your laser, but often stay out of range, feinting to left and right and waiting for a momentary lapse in your concentration before zooming in for the kill.

The tactics employed are likely to vary from player to player. Some might prefer to take their controlled Vortan up the highway on its own, disposing of as many aliens and obstacles as possible, without leaving the task force too far behind. Others may opt for moving en masse, making slow but steady progress and always ensuring that a replacement Vortan is on hand.

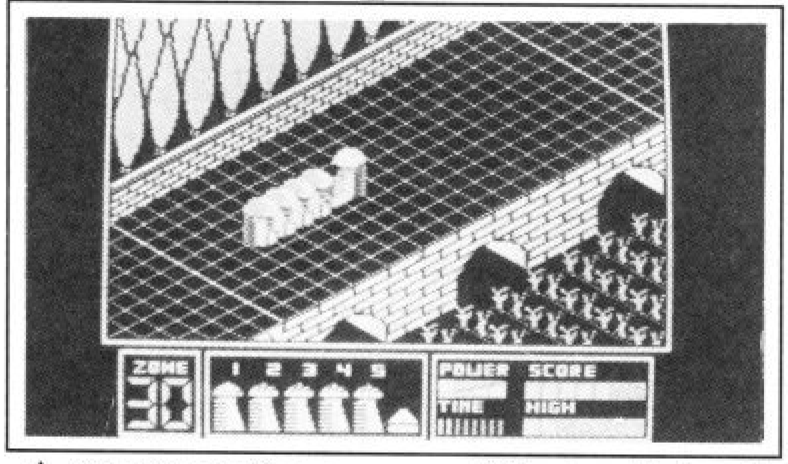
I tend to get my Vortan hugging the kerbside wherever possible, thus reducing the number of directions from which the enemy can attack. I've also found that several laser bursts off the screen can terminate any aliens which are lying in wait – to this extent the game is truly interactive.

Throughout the game the background graphics are impressive. The highway runs through crop plantations, buildings, and over bridges and viaducts. Colour is restrained but effective (though you wouldn't lose much by playing it on a black and white TV), the sound effects are no more than what's required, and the title screen – itself quite a graphic achievement – plays some stunning music, with even a passable imitation of an electric slide guitar.

So what's wrong? Well, in converting the original game to run on the 64, the programmers have introduced some unavoidable glitches. Whenever there are too many moving sprites on screen, they tend to fragment or overrun each other. This fragmentation is only temporary; as the sprites move on they reappear.

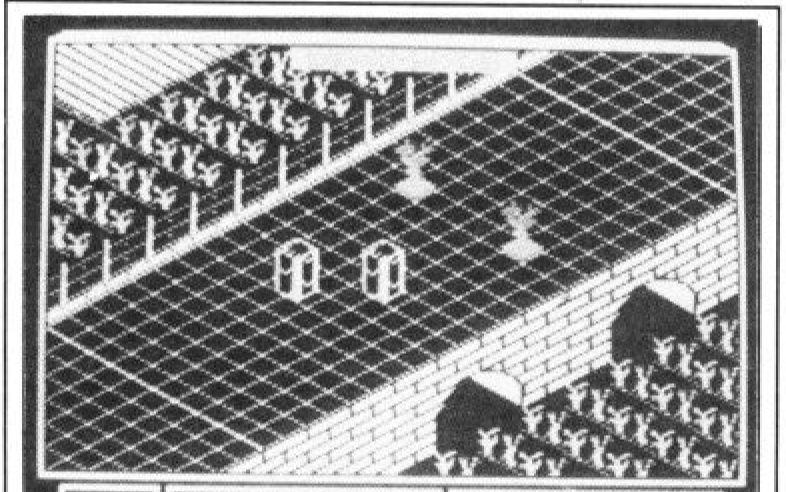
Enough carping. *Highway Encounter* remains a seminal slice of programming, and the gameplay is still extremely challenging. If your brain's not completely rotted from too much mindless arcade fare, then you'll be irredeemably hooked.

Bill Scolding



▲ **This is your five-a-side team of Vortans.**

"I've travelled each and every highway . . ." ▼



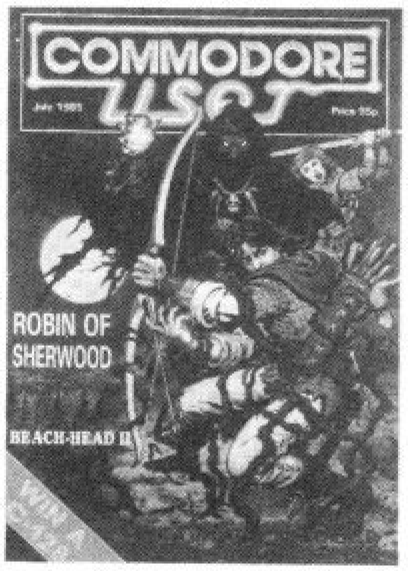
Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10

7
Overall

BACK ISSUES



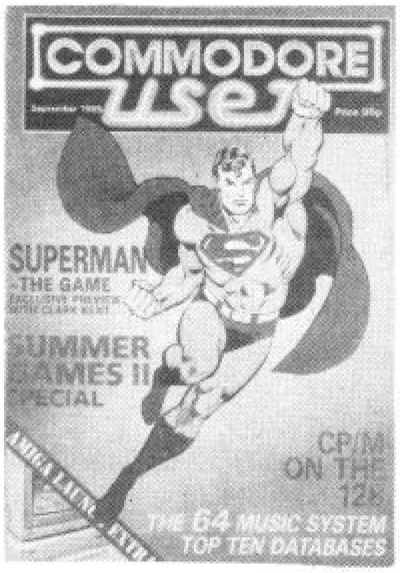
MAY '85
Dam Busters Exclusive;
128 Preview;
Head to Head Reviews of:
Spitfire 40 vs Spitfire Ace,
Pitstop II vs Pole Position,
Plus Gremlins, Airwolf,
Super Huey, Elite, Mama
Llama.



JULY '85
Amiga News; Robin of
Sherwood Exclusive; Profile
of Ultimate; Screen Stars
reviewed: Exploding Fist,
Beach-Head II; Gates of
Dawn mapped.



AUGUST '85
Terrermolinas Exclusive;
Hints and Tips with Sir Arthur
Pendragen; C16
Adventure Special;
Reviews: Spy vs Spy II,
Frankie, Rupert, Skyfox
Summer Games II+;
Activisions Music Studio
Reviewed.



SEPTEMBER '85
Amiga launch report;
Superman Exclusive; Inside
Infocom; A View to a Kill,
Sabre Wulf, Hypersports
Reviewed; Island Logic
Music System Report.



OCTOBER '85
Rambo — The making of
the game; Black Wyche,
Nexus, Zorro + McGuigan
vs Bruno — The Big Fight;
hacking into M.U.D.; Key In
'Sub Attack'; Top 10 Word
Processors.

BACK ISSUES
The following issues of Commodore User are available at £1.50 each.
Those up to and including February '86, send payment with order to:
Alan Wells Int, Competition House, Farindon Road, Market Harborough, Leics, 0858 34567.
Issues from March '86 are available from:
EMAP, Back Issues Dept, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

Please send me issues dated________________

I enclose a cheque (payable to Commodore User) for £____or Visa/Access carfd (delete as applicable) £____

Number________________

Expiry date____________Signature____________

Name________________

Address________________

____

____

Tel No________________

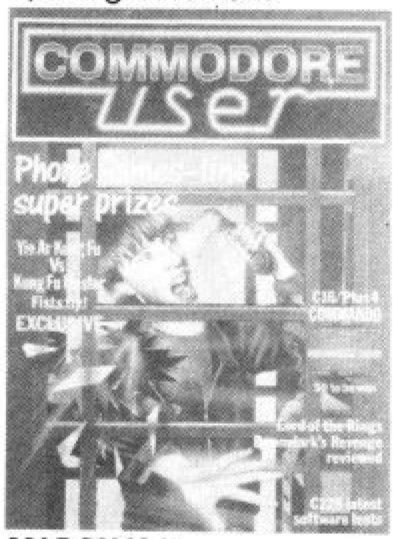
SUBSCRIPTION OFFER
If you're having trouble getting a regular copy of Commodore User, why not take out a subscription. If you do we will also give you two FREE back issues.

U.K. subs price	£15	☐
Europe	£28	☐
Rest of world (surface)	£35	☐
Rest of world (Air Mail)	£60	☐

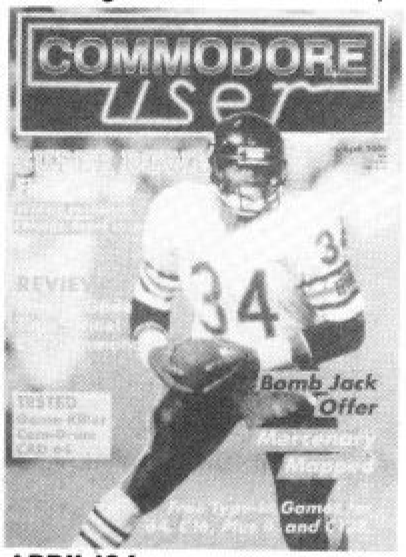
I enclose a cheque (payable to Commodore User) for £________Please debit my Access/Visa card £________
Number____________Expiry date____________
Signed________________



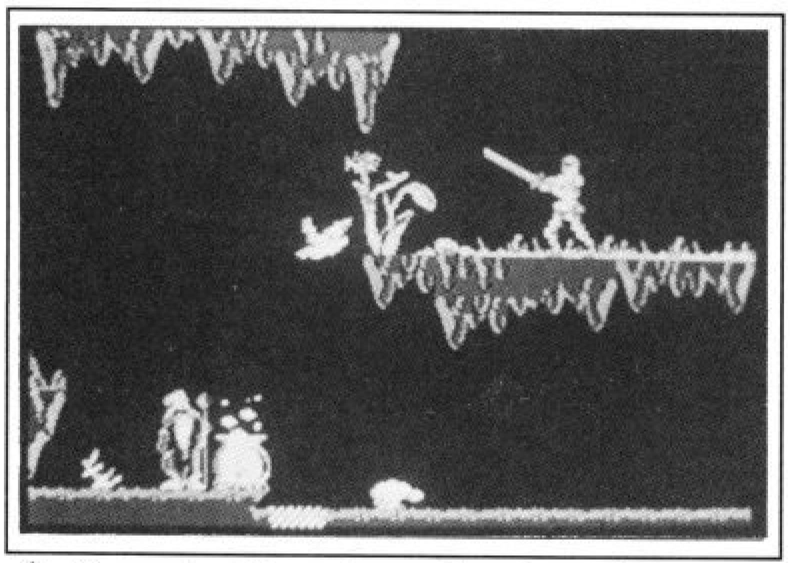
FEBRUARY '86
FREE 'Play to Win' Booklet;
Screen Star Rock & Wrestle;
Transformers, Keroni's Rift,
Mercenary, Ball Blazer,
Enigma Force plus Uridium
V, Fairlight Preview.



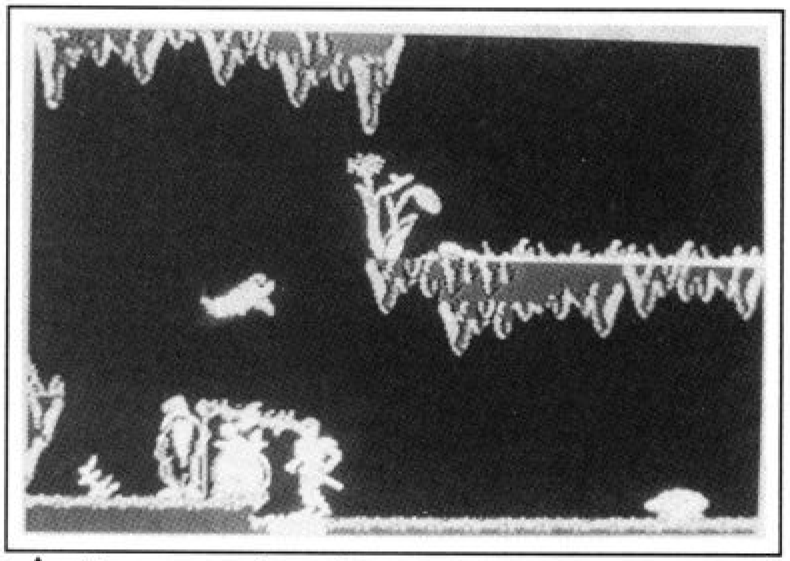
MARCH '86
128D Launch Story; Yie Ar
Kung Fu Screen Star;
Reviews of Eidolan,
Hardball Dragon Skulle,
Zoids, Back to the Future,
Uridium; O level Revision
Packages; Monitor round up.



APRIL '86
Super Bowl Review;
Mercenary Mapped;
Screen Star Starship
Andromeda; Paper Boy
Preview; C16 Games
Roundup; Integrated
Business Programs.



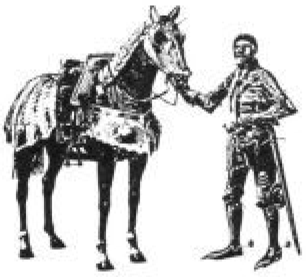
Your only defence is your broadsword.



Hang around too long and the air gets bad.

CAMELOT WARRIORS

64/128
ARIOLASOFT
Price: £9.95/cass
£12.95/disk



With a name like Camelot Warriors I think I'm entitled to expect the worst. Well, I certainly had doubts about this one even before it had loaded! Being a bit pessimistic does have it's advantages though, occasionally you're pleasantly surprised, as I was when I started playing the game.

The plot is original, you are magically transported through the ages to the time of King Arthur. In the guise of a knight in shining armour you must battle your way through three scenarios to Camelot Castle, collect on your way various present-day objects unfortunately trapped in the wrong time zone and deliver them to the guardian of that world.

The game's objective? Enter Camelot and find out what you are doing there!

The first scenario you will encounter is a forest full of nasty owls and spiders. Take the light bulb to the scorcerer and you will be turned into a toad! Whether this helps your quest or not I will leave up to you to find out. Scenario two is a lake full of flesh-eating fish and electric eels, while the third scenario is a system of underground caves with bats and poisonous plants.

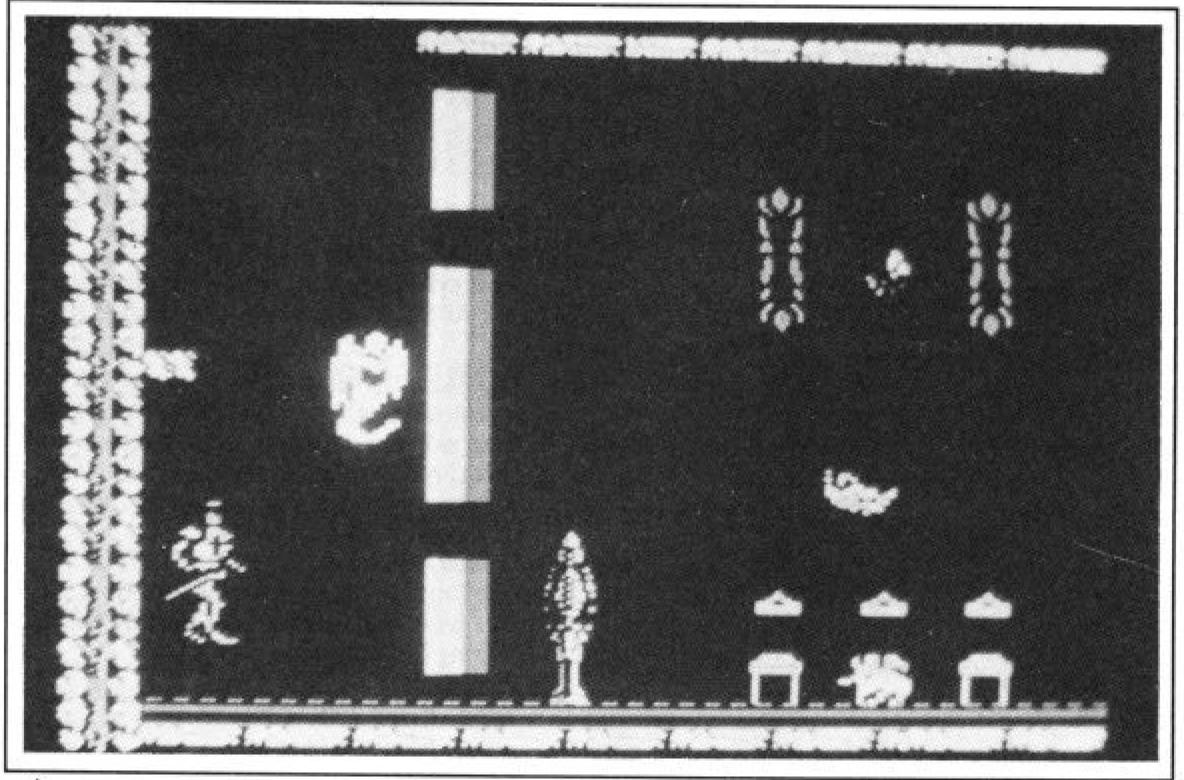
Only after you've passed unscathed through all three will you arrive at Camelot Castle and the end of your quest. Your only weapon is the medieval broadsword, effective against anything that flies, other enemies will have to be jumped. Time is on your side though, except for in the caves, where the air turns bad if you hang around too long.

The game's graphics occupy the whole screen, a bit of a rarity these days! The graphics themselves scroll smoothly in four directions and look very neat. I was particularly impressed by the animation, when the knight takes a swing at an owl you almost want to duck!

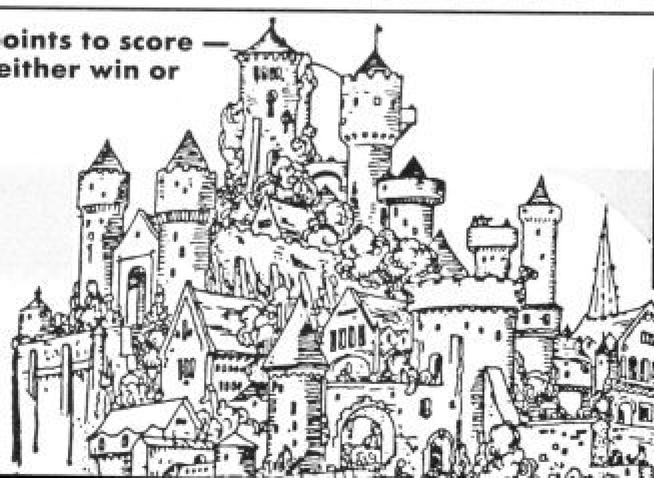
Musically, the game is silent bar the usual sound effects, although the title screen plays something very close to 'Scarborough Fair'. You don't score points in this game, you either win or lose. I found the first three levels pretty easy, the castle offered a little more of a challenge though. Most of the screens can be solved simply by watching the movement cycles of the nasties you are trying to avoid.

On the whole, a pleasant little distraction. It won't take you long to make progress through the game, in fact I think I've nearly finished it. Still, Christmas is nearly upon us and Camelot Warriors would make someone a lovely prezzy! But there again with so many good games around for a tenner maybe not.

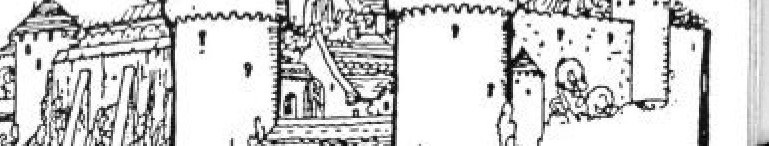
Fred Reid



No points to score — you either win or lose.



Graphics	8 (1–10)
Sound	6 (1–10)
Toughness	3 (1–10)
Endurance	5 (1–10)
Value	6 (1–10)
Overall	**7**



CU PRESENTS

TASTY

A SENSATIONAL COLLECTION OF OUR BEST READERS PROGRAMS

Commodore User present for you, the finest collection of programs ever to appear, er, in a magazine. These stupendous examples of programming skill are now available on one cassette, for just £3.50 or on disk for £4. What does this amazing offer mean to you? It means you won't have to bother typing them in.

This classic collection gives you nine 64/128 programs on one side, and nine 16 and Plus/4 on the other. Did you struggle to type them in when they first appeared? Did you give up in abject despair? Your worries are over, just load them up and start playing.

So which great type-ins have we carefully selected for this classic collection?

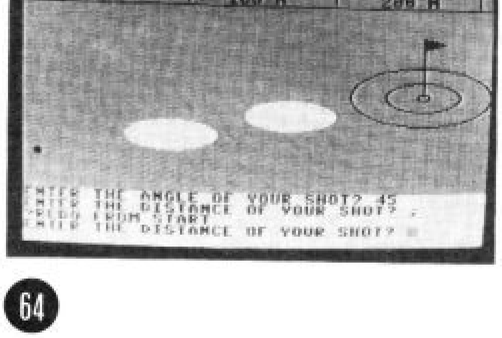
ASTROBELTS
by S Wilson and K Higgott
Guide your ship through an increasing onslaught of asteroids. How for can you get?

PENALTY SHOOT-OUT
by Stephen Rushin
Two-player action. Send the goalie the wrong way? Will he punch your shot over the bar?

DEMON BREAKOUT
by Bob Metcalf
Stop the demons escaping from the fiery dungeon.

HUNCHBACK
by Sandy Munro
No less than seven action-packed screens for Quasi to get through and ring the bell. A type-in this good? Impossible.

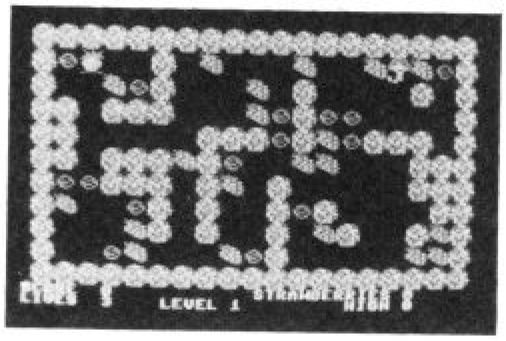
▼ Play golf the C16 way



CASTLE QUEST
by Sandy Munro
Guide your ship through medieaval dungeons, picking up fuel pods and avoiding ghouls and guards. No less than three screens of graphically brill action.

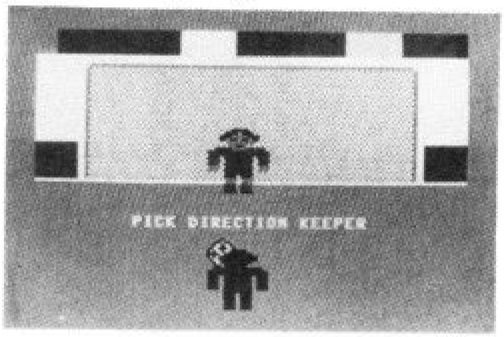
CHOPPER
by A Smith
Guide your chopper through labyrinthine mazes. And then they start to shake.

▼ Munch the berries in Strawberry Fields



FOR THE 64/128

▼ Penalty Shoot-out, don't dive the wrong way

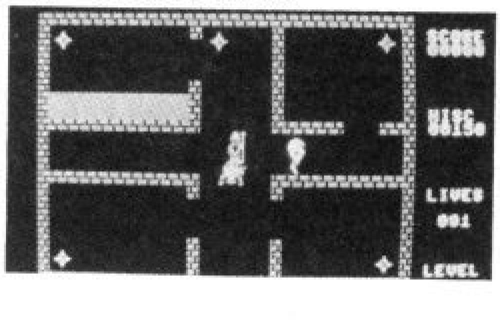


MUSIC KEYBOARD
by Malcolm Laurie
Great synth program gives you full control over ADSR, filters, voices and octaves.

TORPEDO
by Neil Cooper
Your sub lies in wait, hidden under the waves, ready to blast the convoy.

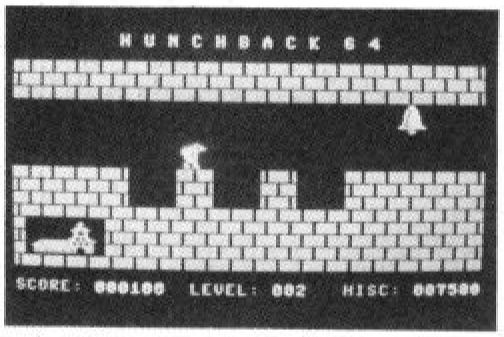
CHRISTMAS EVE
by Sandy Munro
Help Santa by steering through the maze in your power-sleigh. Collect presents whilst zapping the demons.

▼ Castle Quest — one of our classics



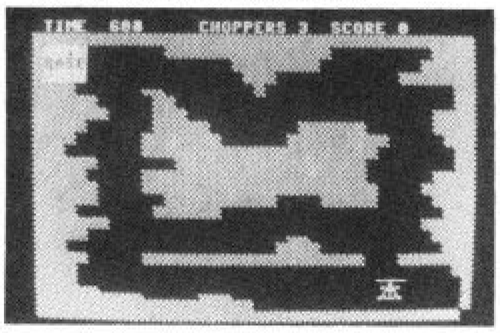
TYPE-ins

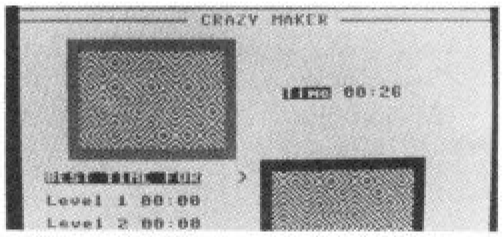
FOR THE C16 & PLUS4



▲ Seven screens for Quasi to negotiate — dong

▼ Test your flying skills with Chopper





▲ Three crazy puzzles to drive you barmy

CRAZY MAKER
by David Goodfellow
Three crazy puzzles to drive you batty.

GOLF
by Michael Fitzmaurice
Get the tartan trousers out and make for the first tee.

BLOCKADE
by Stuart Perry
Original two-player fun. Steer your line away from your opponent's and the border.

MUSIC KEYBOARD
by Paul Tomasi
Impress your friends, turn your computer into a clever little keyboard.

MISSILE
by T James
You have complete control over the missile, as it flies menacingly towards the enemy ship.

TUNNEL
by P Walker
Guide your ship down a cavernous obstacle-filled tunnel.

MINEFIELD
by G Vance
Grab the gold ingots but avoid the mines and fences.

STRAWBERRY FIELDS
by Frank Bingley
One of our classics. Munch strawberries whilst avoiding snake pills and the snake itself. Great graphics, great fun.

CHRISTMAS CRACKER
by Frank Bingley
Another megagame. Piece together the picture hidden under the grid. Just like doing a jigsaw without the box lid.

Please send me..................copies on cassette at £3.50 each.

Please send me............copies on disk at £4 each.

I enclose UK cheque/postal order for £.. cheques payable to JCL Software Ltd

Or charge my Access ☐ or Visa card ☐

(non-UK orders add £1 to their total) ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Signature..

Name..

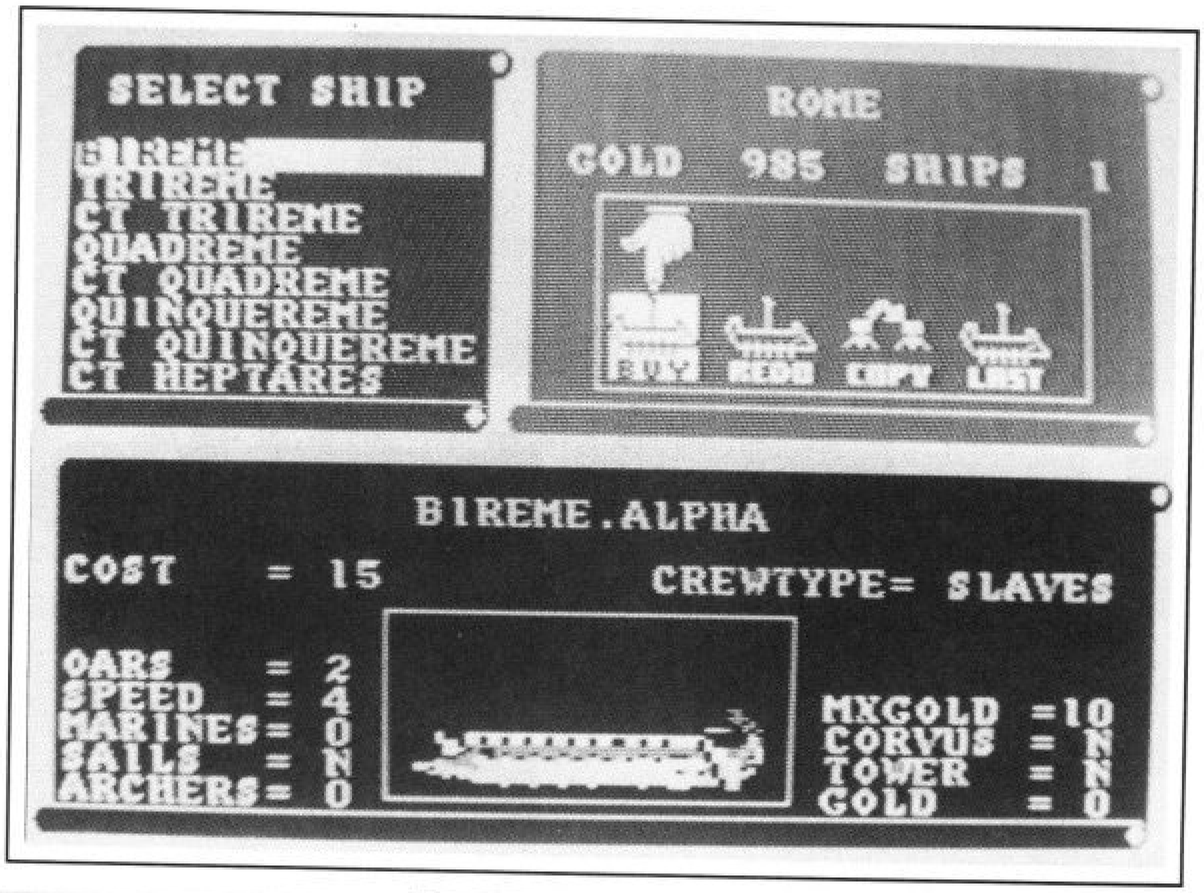
BLOCK CAPITALS PLEASE

Address..

....

....post code..

Send to: J C L Software, 2 Draper Street,
Southborough, Tunbridge Wells,
Kent TN4 0PG.



You've chose a bireme crewed by slaves — nice one.

The ensuing war can be played either against the computer or a human opponent. However, if you play your 64 you're at an immediate disadvantage as you play Carthage the historical losers.

To add to your problems all your ships begin the game in your ports leaving Rome initial control of the seas, so don't be surprised if you suffer a few early losses.

The Romans also seem to attack in packs so you must ensure you don't leave any lone ships for them to prey on.

Your choice of ships determines your strategy which will lie somewhere between a small elite fleet that will have trouble policing the whole of the Med and a large weak fleet that seeks safety in numbers.

It is ironic that the icon system that is supposed to make the game easy to use actually spoils it with a simple move command requiring eight joystick presses!

This slows the action down, particularly the need to move a cursor around the map at a snail's pace.

The Punic Wars are an ideal subject for a wargame as the naval conflicts between ancient warships was unpredictable. However, the game sets the action at too grand a scale as you move entire fleets around oceans and loses this feeling of ship to ship action as the units become dots on the screen rather than arrow firing, ramming, warships.

Potentially a good game that has been spoilt by trying to be too user friendly!

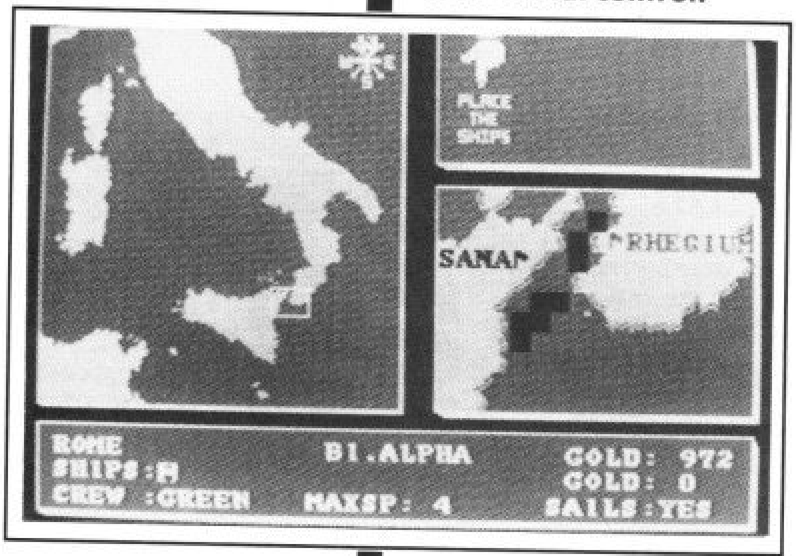
Legions of Death will attract it's own cult following but once again the masses will ignore the fascinating hobby of wargaming.

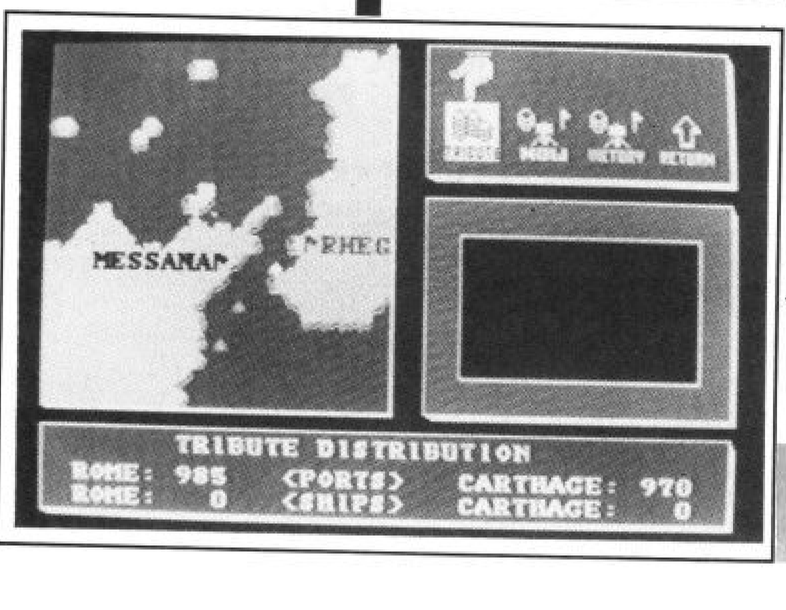
Tony Hetherington

LEGIONS OF DEATH

64/128
LOTHLORIEN
Price: £9.95/cass

Place your ships in strategic ports but remember the Romans have initial control.





The Punic wars between ancient Rome and Carthage are the subject of the latest offering from Argus-controlled Lothlorien.

Unfortunately, it is also another attempt to popularise wargames by swamping the game in icons. In fact the game has so many icons you need the chart supplied on the back of the inlay card to find your way through them! To make things worse some icons have different meanings depending on where they appear in the chart. Perhaps the icons need icons to help them find their way!

Underneath this sea of icons is a map of the Mediterranean showing the empires in conflict.

Before battle can begin you must define not only your selection of ships and their crew type, sails, archers, number of marines and whether they have sails, a boarding platform or archery tower but also the number of cities you must take, gold you must collect and ships you must sink to win the game!

Each turn you can use any or all of your ships as they attempt to pillage the opposing cities, grapple and sink the enemy ships and win the war by controlling the seas.



Play the computer and finish up on the losing side.

	Rating (scale 1–10)
Graphics	6
Sound	4
Toughness	7
Endurance	5
Value	5

7 Overall


AIR COMBAT
YESTERDAY..
Spitfire
40
Rev up your engine and take to the skies to save your country. Hunt down the enemy and build up your log of kills as you rise through the ranks to the elite of the RAF.
A Crash! Smash
Amstrad CPC £9.95 (disk from Amsoft)
Atari XL/XE £9.95 tape, £12.95 disk
Atari ST £24.95
Commodore 64 £9.95 tape, £12.95 disk
MSX £9.95 tape
Spectrum 48K/128K £9.95
...and TODAY
STRIKE FORCE HARRIER
Plot your course to the enemy HQ at the controls of your full-function V/STOL Harrier, protecting yourself and your ground sites with cannon, bombs, and Sidewinder missiles.
"A classy, polished, and highly addictive simulation" –Computer & Video Games
Amstrad CPC £9.95 tape, £14.95 disk
Amstrad PCW £19.95
Atari ST £24.95
BBC/Electron £9.95 tape, £12.95 BBC disk
Commodore 64/128 £9.95 tape, £12.95 disk
Spectrum £9.95
DOMINATE THE SKIES WITH MIRRORSOFT
Maxwell House, 74 Worship Street,
London EC2A 2EN Tel: 01-377 4644



You stand on top of a pile of boulders, looking the Sentinel in the eye.

SENTINEL

64/128 FIREBIRD

Price: £9.95/cass £14.95/disk

Someone somewhere must have a pretty warped imagination to have dreamt this one up! That means you're going to have to have a pretty warped mind to play it!

Sentinel is a totally original game concept, backed up with the kind of graphic quality we must by now come to expect from a distinguished software house like Firebird. Strategy is the key here, joystick bashing will get you nowhere, especially considering the fact that the game is totally keyboard controlled.

Whilst Sentinel is loading, you can feast your eyes on a stunning picture, a huge alien eye leaps off the screen at you, threatening to devour your pet hamster. The game actually loads very quickly for a game of this complexity, this fact will certainly save quite a few chewed fingernails.



Watch out, this meanie will flush you out into the open.

After selecting the landscape at which you want to start (newcomers start at '0000'), the screen blanks for a few seconds and you will see a preview of the whole landscape. This is the time to plan your assault on the Sentinel.

The general idea is to remove the Sentinel and occupy the square he stands on, a little like Chess. Only then can you hope to advance to higher levels.

The playing area consists of many hills, peaks, and chequered plateaus littered with boulders and trees. At the highest point of the playing area (obviously the best vantage point) stands the Sentinel, guardian of this world. You begin your quest on one of the lowest squares.

The object of the game is to depose him by absorbing his energy, and your assault on his throne must be carefully planned. You move around the scene by pointing your cursor at the square you wish to move to and creating a robot on that square. This costs you one unit of energy.

Next, you transfer yourself to the robot and re-absorb the energy (also one unit) from the robot you have just left. Because your robot's head has quite a significant height above the playing area, you can see squares slightly higher than the one you are on, thus it is possible to move upwards towards the Sentinel.

Warning! The Sentinel is not stupid! Once you start to shift energy around, he'll spot you in an instant. Until then though, you're free to view the scene and work out where you are. Quick sketches made during the landscape preview come in useful here.

Once he's spotted you, he'll attempt to drain your energy by absorbing it unit by unit until you're finished! When the Sentinel absorbs a unit of energy, he'll redistribute that energy in the form of a tree on the landscape.

You can, of course, add to your own energy by absorbing the trees the Sentinel has created! You can pull the wool over the Sentinel's eyes for a short while by creating a boulder or a tree between you and him, but he's not stupid, he'll turn a tree into a Meanie who'll flush you out into the open.

If you get into real trouble, there's only one way out, a quick hyperspace to a random square. It'll cost you three units of energy, and even then it's a bit risky.

The basic unit of energy is the tree. Boulders are worth two units while robots are worth three. When the Sentinel absorbs energy, he does so one unit at a time, thus a robot will first be turned into a boulder and then a tree. Boulders are pretty useful things; you can stack them and place things atop them. This way, you can gain the extra height you need to advance on the Sentinel.

The scenario just described is the first of — wait for it — 10,000 possible landscapes! To move to another landscape, depose the Sentinel as previously described and hyperspace from this square. You will



Trees can be absorbed to replenish energy.



The Sentinel sees all — he rotates slowly like a lighthouse.

then be thrown forward to another landscape. How far you are thrown depends on how many energy units you have in credit. Naturally, as you move up through the levels, things get trickier. On any level above '0', sentries join the Sentinel in his vigil. The higher the level, the more sentries . . . .

There's no point in me describing the quality of the graphics to you, you can see for yourselves! I can tell you how impressed I was (and still am) with the way the game 'plays'. It's hard to describe an atmosphere. Let's face it, few games have any kind of atmosphere to speak of, at least not in the true sense of the word. Sentinel felt different from anything I've ever played before, like the computer didn't exist and you were really there. The Sentinel's eyes seemed to pierce your very heart whenever he faced you, even when he couldn't actually see you!

As I mentioned before, the game is keyboard controlled and I can see the logic there. You need to be able to react quickly to situations and you'll have little time for fiddling with icons and things. The controls are kept as simple as possible though, 'S' and 'D' move your cursor left and right, 'L' and '<' move it up and down. 'A' absorbs energy, 'R' creates a robot, 'T', a tree and 'B', a boulder, maintaining a logical pattern. A few other keys provide some more useful functions, but I won't go into them here.

The music deserves a mention here, nothing during the game, but when you move up a level or die a death, a guitar wells up and takes you by surprise. Again, it's impossible to describe such a rare experience.

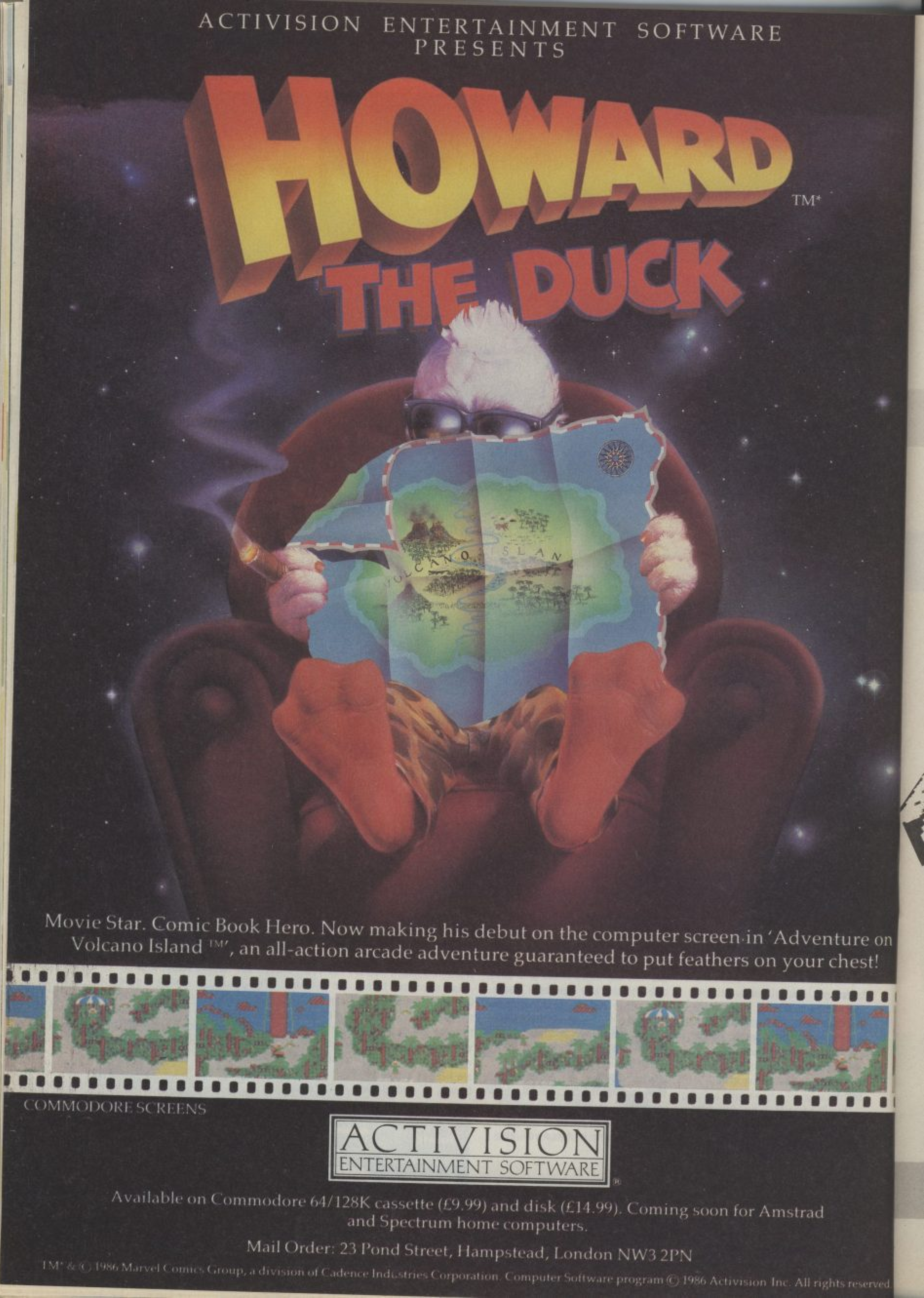
Instructions? A little sparse, but there again you wouldn't want it spelt out for you would you?

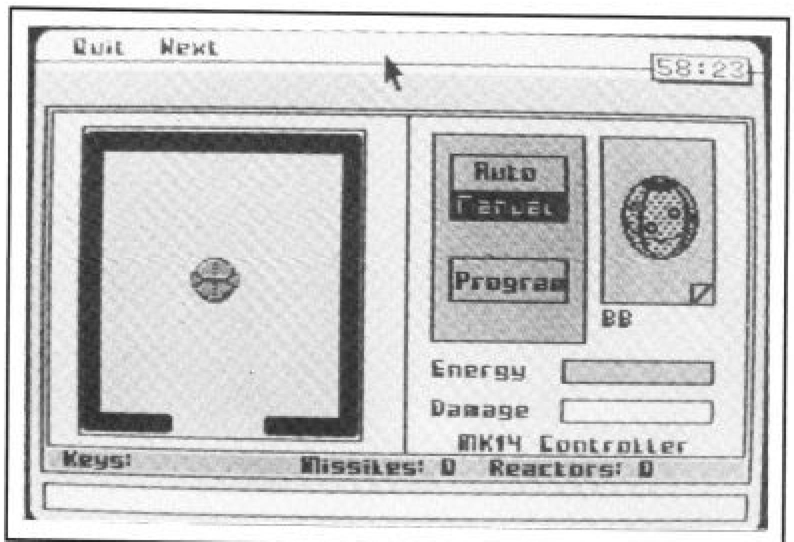
The Sentinel is a brilliant game, set to become a classic. This one is certainly going to rock a few boats in the software market, it'll certainly find a space in my collection. Final comment: Firebird! How (and when) are you going to top this one?

Fred Reid

Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

9 Overall

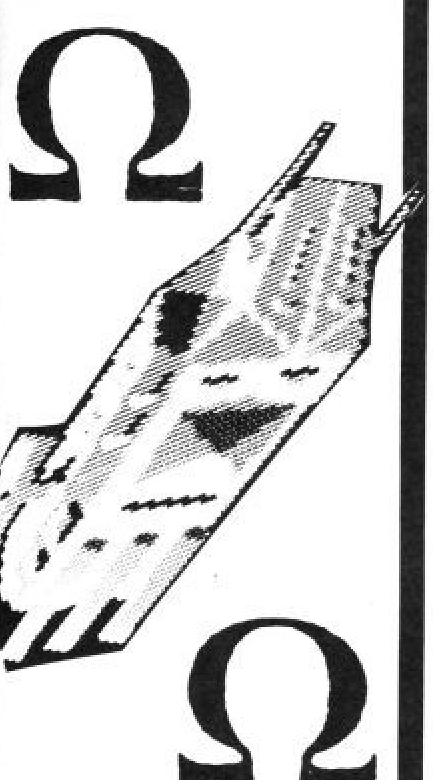

ACTIVISION ENTERTAINMENT SOFTWARE PRESENTS
HOWARD THE DUCK TM*
VOLCANO ISLAND
Movie Star. Comic Book Hero. Now making his debut on the computer screen in 'Adventure on Volcano Island TM*', an all-action arcade adventure guaranteed to put feathers on your chest!
COMMODORE SCREENS
ACTIVISION ENTERTAINMENT SOFTWARE ®
Available on Commodore 64/128K cassette (£9.99) and disk (£14.99). Coming soon for Amstrad and Spectrum home computers.
Mail Order: 23 Pond Street, Hampstead, London NW3 2PN
TM* & © 1986 Marvel Comics Group, a division of Cadence Industries Corporation. Computer Software program © 1986 Activision Inc. All rights reserved



▲ **Pretty clever, you've built a robot that looks like a beachball.**

● MISSION OMEGA

64/128
MIND GAMES
Price: £9.95/cass



The vast alien object known as Omega came from out of space. It came at the speed of light. It threatened the civilisation of mankind. It came without instructions. It appeared to be unplayable.

The crew of the starship *Commodore User* contacted the Mind Games Star Fleet Command, based in the Argus nebula. Hours later, the reply came back:

C64 MISSION OMEGA HAS SPECTRUM INSTRUCTIONS STOP SOME OF THESE ALREADY IN CIRCULATION STOP WE'RE REPRINTING INLAY CARDS STOP HONEST! STOP

And the Spectrum screen shots on the back of the cassette inlay?

AH . . . WELL SPOTTED LADS STOP WILL REPLACE THESE WITH C64 PHOTOGRAPHS STOP

So, be warned. If you're still thinking of buying this intricate and remarkably tedious game after reading this review, then check the cassette cover first. If it has the old Mind Games address on the back (the Liberty House one) then you'll be well advised to search out another. Otherwise you'll spend more time deciphering the gameplay directions than in playing the game.

The plot is simple. The strange phenomenon, code-named Omega, is going to be blasted out of the ether by the UN spaceships before it collides with Earth. Your delapidated mining ship just happens to be in the vicinity and you're landed with the unhappy task of exploring and hopefully shutting down Omega's reactors. There's the usual ludicrously inadequate amount of time in which to achieve this.

Gameplay, however, is far from simple, instructions or no instructions. Most of the action and strategy is implemented by means of incons and pull-down menus. These are fast, and take a while to get to grips with. I won't bore you with the messy details, but it's mostly a case of moving the arrow and pressing Fire. Quit allows you to leave one screen and move to another.

Exploring Omega is done through remote-controlled robots, curiously misnamed 'androids', and these must first be constructed from the stock of materials, weapons, and power units offered on screen. You'll soon find that some weapons and batteries are too heavy to be carried by hover robots and spheres, which are better equipped with small lasers.

Using the icons you gradually build up your task force, which you then have to send out into the Omega maze. Switching to the *Control* screen, you are faced with three modes of operating each robot. *Auto* puts the robot on automatic pilot, sending it trundling off down the corridors until it either comes up against a barrier or it has explored as much of the surrounding territory as it can. Subsequent robots can only be operated by Auto if the passageways ahead are not already mapped, so it will be necessary to take them manually to an uncharted region before leaving them to their own devices.

Manual control means just that. You use your joystick or keys to directly manoeuvre the robot, occasionally useful for the reason above, or for switching off the laser screens that block off some corridors. Manual control can also be used when fighting enemy robots, though my robots usually got zapped whether under Auto or Manual control.

And then there's *Program* in which you scan the road ahead — if it has been mapped — and then send the robot on its way, until it reaches your desired destination.

To the left of the control options is the monitor screen, which gives an overhead view of each individual robot's progress, as it wanders down passageways and into rooms featuring flashing terminals and peculiar hardware (purely decorative, it seems). If you have more than one robot in motion, in different parts of the maze, you can monitor them by flipping the screen.

Selecting the *Map* icon will show you just how little of Omega has been explored. For once, vast really means *vast*. The map area depicts the layout of Omega in miniature, and is itself several screens in size. By using the arrow you can pinpoint any area already explored and see it in detail, and the positions of your robots are shown.

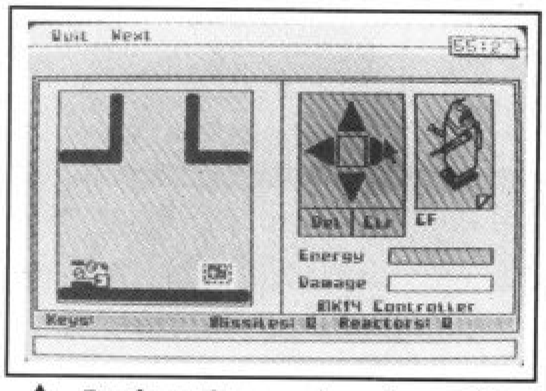
If it weren't for the many transporter screens it would be impossible for the task force to explore this enormous area. These transporters, identified by the Otis trade name, can be used again and again, sending you to a different location each time. Fortunately, at least two of the reactors are within spitting distance of a transporter.

The point of all this, in case you've forgotten, is to find and destroy the reactors. Only a missile-carrying robot can shut down a reactor, and as these have a limited range, it is best to locate the reactors using hover robots as scouts, and then follow up with the heavy artillery. Even if you get such a robot to the sight of a reactor, with its missiles intact, it appears that you've got to pick precisely the right moment to fire, and with only five missiles, and four reactors to destroy, there's no great margin for error.

There's no doubt that, packaging excluded, Mission Omega is a very professional-looking program.

But whichever way you cut it, in the end you come down to the fact that Mission Omega is an elaborate structure built around monotonous and repetitive gameplay.

Bill Scolding



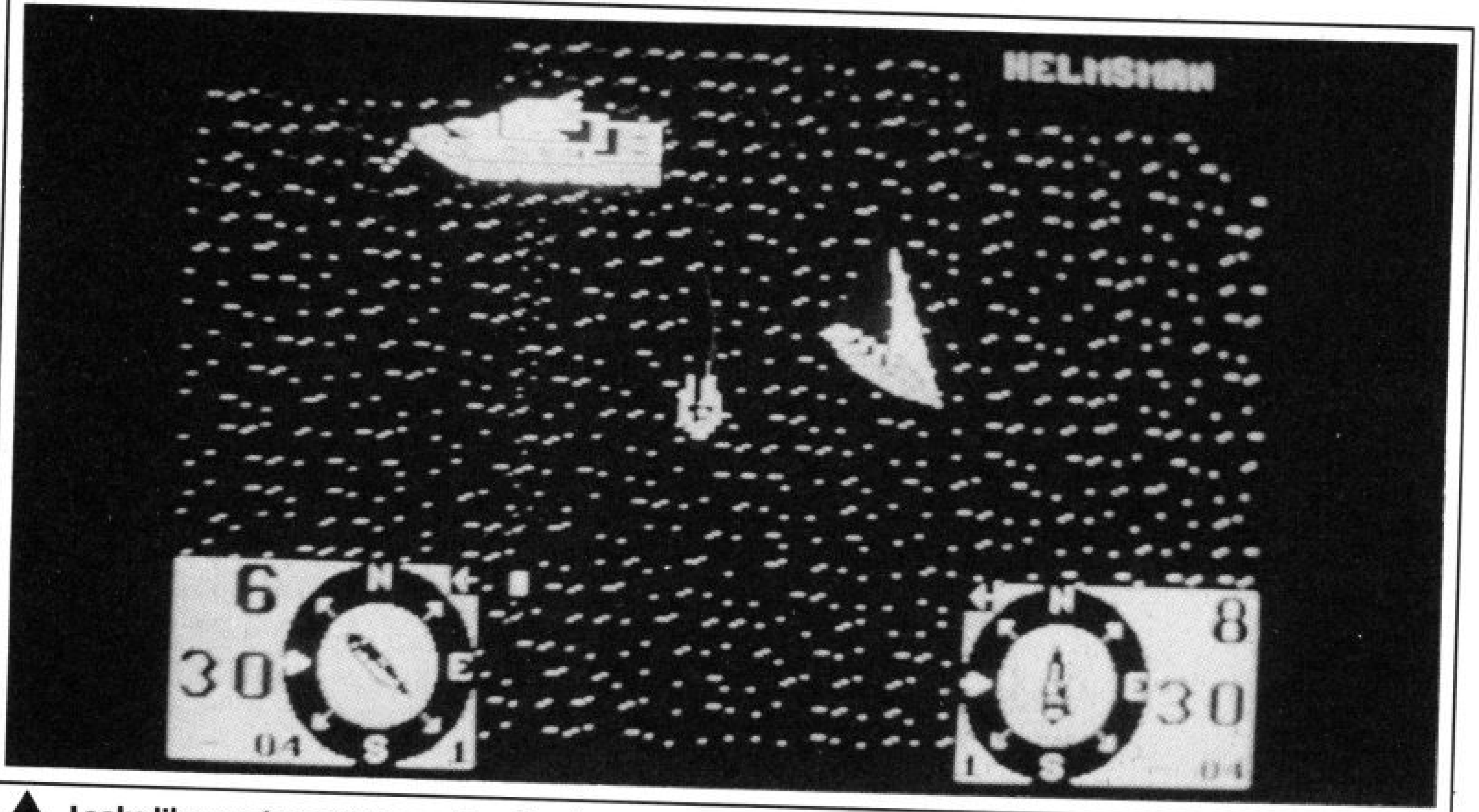
▲ **Explore Omega in auto or manual mode.**

Build your robot using icons and pull-down menus. ▼



Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

6 Overall



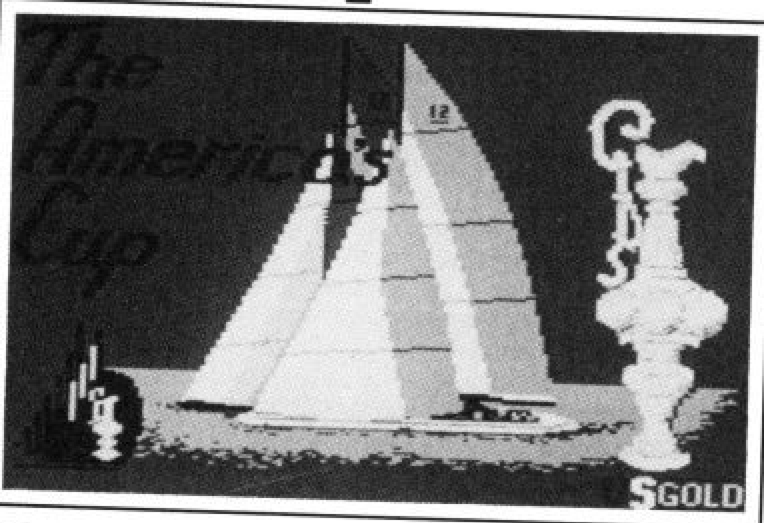
▲ Looks like you've got your spinnaker in a twist. Better hoist the mainsail, er, matey.

AMERICA'S CUP CHALLENGE

64/128
ARMCHAIR ENTERTAIN-MENT
Price: £8.95/cass £14.95/disk



▼ Pity the graphics in the game itself don't look like this.



The America's Cup is perhaps the most prestigious sailing event ever, but the chances of you ever being part of the crew of a competing yacht are pretty remote you must agree! America's Cup Challenge (the game, that is) is perhaps the next best thing!

The yachts race two at a time around a triangular course, some 25 miles long, and you get the chance to race against the computer or your best mate (ha ha — think about it). Before you take to the high seas though, you'd better learn something about the ancient art of sailing. To this end, the manual contains a basic guide to sailing 12 metre yachts, as well as an 'armchair' guide to the event itself.

At the start of the race you will need to choose which sails you are going to start with. You have six sails in addition to the fixed mainsail, three each of the two most popular types, Genoa and Spinnaker. The sails are graded according to the type of winds they are designed for, choosing the correct type and grade of sail to suit the wind conditions is the key to success here. To change a sail you will need to choose the new sail, winch down the old and winch up the new by waggling your joystick. The quicker you can do this the better!

The first leg of the race takes you about three and a half miles upwind. Impossible you say? Not if you steer a zig-zag course or tack as it is called! When you reach the marker buoy it's about face and a quick change of sail to take you back downwind. There are eight legs altogether, taking you back and forth across the wind which can change its speed and direction at a moment's notice.

There are a number of things that can (and will) go wrong during the race ranging from torn sails to a man overboard! Ramming your opponent is not a good idea, the resultant time penalty can put you far behind.

Graphically speaking, the highlight of the game is the loading screen, two incredibly graceful yachts battle it out in the morning sun. Your view of the game however is a much less dramatic aerial view. You can see just how effective your choice of sail is, confirmed by your speed displayed on the instrument panel bottom left and right of the screen. Should the two yachts drift too far apart to be shown on the one screen, the picture is split vertically so you can keep an eye on your opponent. Should you ever get lost, a press of the fire button calls up a course map showing the relative positions of both yachts. Wind speeds further up the course are also shown, to enable you to plan ahead sailwise.

Soundwise, I was not impressed. The brief musical interlude that accompanies the race options screen is pitiful! Out of tune, out of time and embarassing to listen to! During the race you hear nothing but the constant droning of the wind and the starting cannon, well, I suppose it adds to the feel of the game.

Sailing to me is a thrilling and colourful spectacle and should be witnessed first hand. America's Cup Challenge is a very good sailing simulation, but also very boring. Why not forget the America's Cup and go off single-handed around the world instead?

Fred Reid

	Rating (1–10)
Graphics	5
Sound	1
Toughness	6
Endurance	2
Value	5

4 Overall



Sounds too good to be true doesn't it? A choice of one of Elite's hottest games absolutely free, gratis and for nothing when you subscribe to Commodore User.

For just £15, you'll get 12 issues of your fave mag dumped on your doorstep, and a free Elite game. What do you fancy? Fast-scrolling *Space Harrier*, an adventure with *Scooby* or a great value Hit-Pak compilation featuring *Commando, Bombjack* and *Frank Bruno*, gasp.

Quick, cut out the coupon below and we'll start your subscription immediately, and speed your free game to you. With offers like this, you just can't go wrong.

Commodore User subs offer

Please start my subscription from the _____ issue.

Tick appropriate box:

- ☐ One year £15 UK and Eire
- ☐ One year Europe £28
  £35 Rest of world (Surface Mail)
- ☐ One year £60 Rest of World (Air Mail)

My choice of free game is:

- ☐ Scooby Doo
- ☐ Space Harrier (not available for C16)
- ☐ Hit Pak – featuring Commando, Frank Bruno's Boxing Bombjack, Airwolf.

My choice of computer format is:

- ☐ Commodore 64/128
- ☐ Commodore 16

Your free game will be sent under separate cover. Please allow 28 days for delivery

I enclose cheque/postal order payable to **Commodore User/Elite**

for £ ________

Please debit my Access/Visa Account

Amount ________

Expiry date ________

Name ________

Address ________

Number ________

Signed ________

Return to: **Carl Dunne, Elite Subs Offer,** Magazine Services Dept, EMAP, 30-32 Farringdon Lane, London EC1R 3AU.

COMMODORE USER



DESTROYER

64/128
EPYX
Price: £9.95/cass
£14.95/disk

Destroyer is one of those games that requires you to do, not one, but a hundred different things to stay afloat. You are in commnd of a Fletcher class destroyer and have the option of taking on a number of missions which range from stalking and destroying a lone submarine to rescuing shot down pilots.

Before you actually get your hands on the military hardware, you must first choose a name for yourself and your vessel and decide which mission you want to undertake. You have a choice of seven. In addition to the two already mentioned you can select the following:

Screen — protect your taskforce from attack by enemy aircraft.

Scout — patrol your convoy's intended route on the lookout for enemy patrols.

Bombardment — Provide cover for the marines by shelling enemy beaches.

Blockade Runner — Run the blockade (pretty obvious really).

Convoy Escort — also pretty obvious.

Each of the missions varies both in the types of weapons you need to use to achieve a successful conclusion and in overall difficulty. There also exists the option to select



Four blips on the radar screen represent enemy planes closing fast.



Two depth charges break the surface of the ocean as enemy subs prepare to attack.



The sonar device scans the murky depths for enemy subs.

shows the navigation chart. This is basically a map showing your position, any islands and friendly ships. You can plot a course on the map with up to three intermediate points at which the ship can change direction.

There are nine other stations on the ship, all are called up on input of a two letter code and take about four or five seconds to load. They are the bridge, observation deck, radar, sonar, 5" guns, anti-aircraft guns, torpedoes, depth charges and damage control.

The first place to stop off is the bridge — the nerve centre of the ship. If at this point the vast array of instruments and switches looks a bit disarming (har, har) don't worry, it soon becomes familiar and, besides, the manual clarifies everything. The authentic looking panel houses controls to switch on individual weapons systems, alert the crew, get reports from other sections and, of course, steer the ship.

Two things about the helm are worth mentioning. You can steer the ship manually (watch you don't go off the edge of the map) or set it to automatic where it will follow the path defined on the navigation chart. Two other options exist where you can make the ship pursue the nearest target or take evasive action, leaving you free to concentrate on more important things like throwing up over the side.

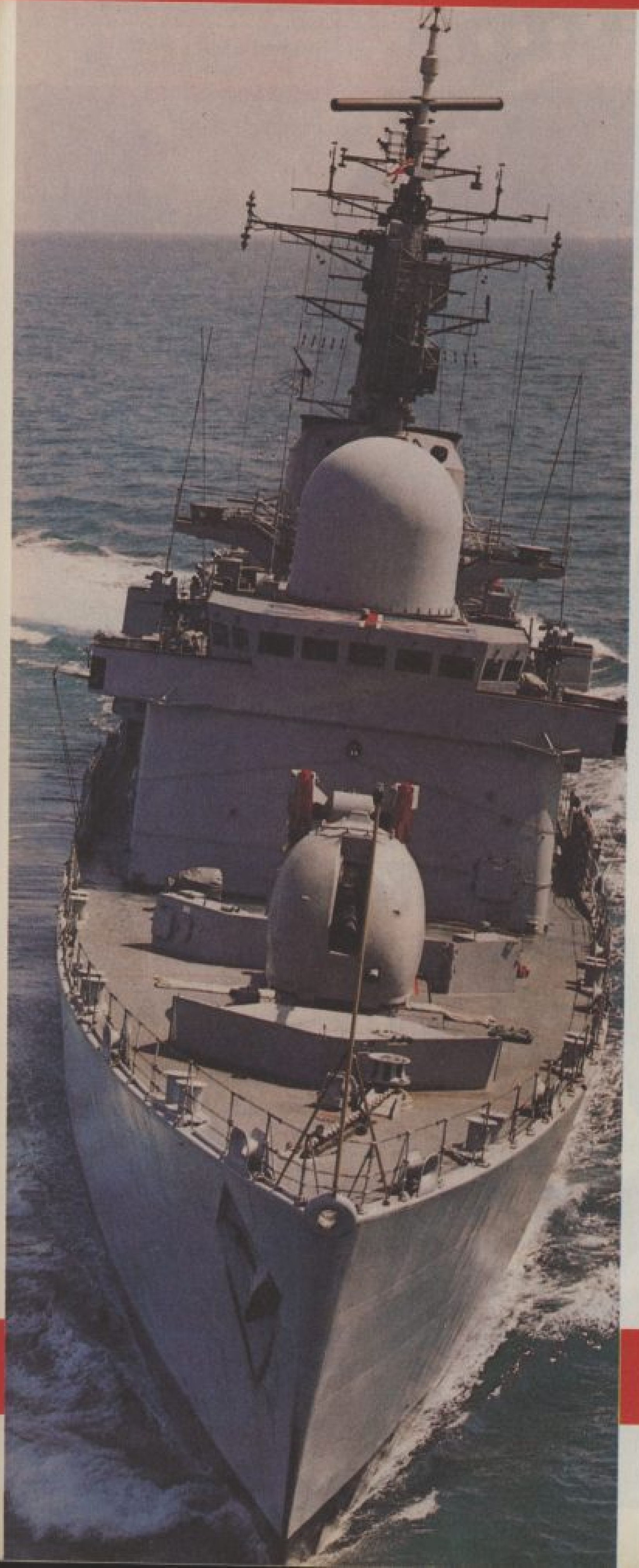
Back to tracking this sub. The thing to do is cruise about all over the place until the boys in sonar pick up a blip. You can go down to the sonar room yourself to watch, or toggle the sonar report switch on the bridge instrumentation. Once the

sighting has been made, set the helm to pursuit mode and arm the depth charges. You will also need to set the crew status to condition two, although in the event you wanted to make use of other weapons stations it might be wise to go straight to general quarters.

The depth charge station shows the view looking over the stern. The charges are arranged in two K-guns and two stern racks. The four panels below indicate how many charges are remaining in each device and the



Main ship control screen with information window representing all hands on deck — battle stations.



depth setting of the fuses. The way it's done is you drop a charge and wait for the report which is usually either 'far too shallow' or 'sub out of range'.

Then it's just a case of re-setting the fuse or waiting for the thing to get back in range and trying again. When you think you're getting close let them have it with everything you've got. There are some nice touches — the charges take longer to explode the deeper the fuses are set and the explosions themselves are quite spectacular.

The subhunter mission is probably the simplest of all and so is a good one to start with. In fact it's probably a good idea to undertake the missions in the order they appear in the manual. Mission two: *Screen* is quite straightforward, but involves using different weaponry. The radar must be continually checked for the presence of enemy aircraft and when they appear you must shoot them from the sky with the port and starboard AA guns. The graphics are again pretty good — the planes emit plumes of black smoke before diving into the sea.

Other missions involve attacking, and being attacked by other ships. This involves the use of the fore and aft 5" guns together with the targetting radar and the port and starboard torpedoes.

If there is any drawback to *Destroyer* it must be that it's impossible to describe all its facets without writing a book! There are aspects I could criticise. The ship and island graphics are a bit blocky — reminiscent of *Silent Service*. On the other hand the game is full of little surprises. When the navigation section is damaged switching to that section reveals nothing but debris and a badly burned map.

But the game's major selling point is that it really does give you the impression that you are in control, or not as the case may be, of a complicated warship. This is really the nautical equivalent of a flight simulator — a warship simulator.

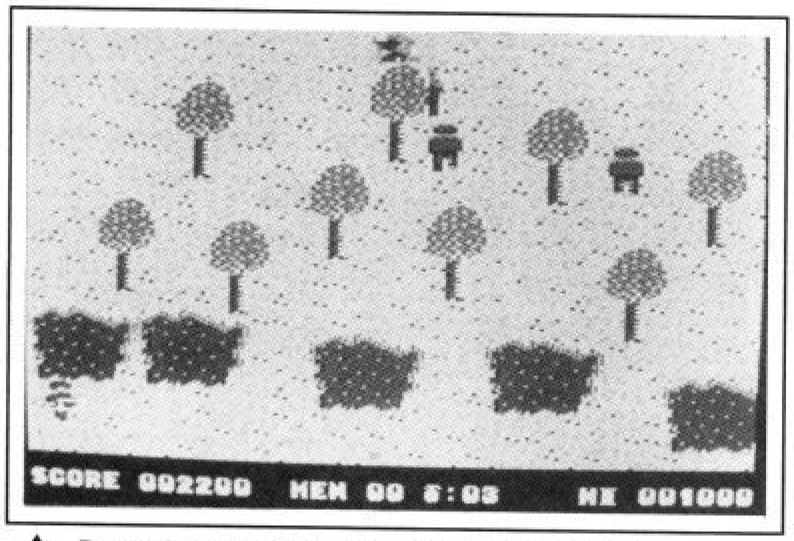
Ken McMahon

Cap'n Ken finds an enemy aircraft carrier and lets fly with his torpedos. Just like Ken, he's a really nasty person.



	Rating (1–10)
Graphics	8
Sound	6
Toughness	8
Endurance	9
Value	8

8
Overall



▲ Don't hide behind the ditch, go out and blast 'em.



● WHO DARES WINS II

C16 and Plus/4
TYNESOFT
Price: £8.95/cass



But what of Who Dares Wins 1, I hear you cry? Well, if the truth be known there wasn't one. The reason being that Alligata, the publishers of Who Dares 1 got into a spot of bother with the law on account of said game bearing a remarkable resemblance to someone else's. Enough said.

Who Dares Wins II is published by Tynesoft under licence from Alligata. As I can't say I've been overly impressed with the output of either company I was pretty amazed to discover that this is good stuff.

Don't get me wrong now. I'm not going so far as to give it an unreserved thumbs up, it even has the odd bug. But Tynesoft have all the same managed to come up with a pretty close approximation of the 64 original.

As if you needed to guess, you are a sort of Action Man character, complete with plastic hair, scar and eagle eyes. You have been assigned the task of rescuing your compatriots from deep within enemy territory where they are held captive by the armies of death.

This is a task which only the bravest will undertake, a job for a fearless hero, an assignment to which anyone with any sense would say 'bog off'. You get the picture.

In practice, what this boils down to is you standing at the bottom of screen one, gun in hand, while a bunch of crazy gooks come screaming at you from within the jungle (for which read odd tree-like objects here and there).

The Strategic Plan for Unobtrusive Combat, or spunc, as it's known in the forces, is to hide behind a tree until an unsuspecting gook comes within range, then let him have it with the old AK47. Firing is accompanied by a very satisfying dull boom which sounds more like distant artillery.

Alternatively, you could try what they do in real life. Keep your head down, run around like a complete nutter, and shoot at everything that moves — and some things that don't. I found this second approach less than efficient, but it was pretty good fun all the same.

As well as shooting people to death, you can blow their arms and legs off with hand grenades. You have five to start with, but can pick up more along the way. Even so it's probably best to save the grenades for trucks, trains and the like, which are impervious to mere bullets.

That's basically it really. You kill them before they kill you. If you make it to the top of the screen, another one scrolls on with different terrain and more soldiers. The basic backdrop is sort of sandy stuff and there are all sorts of interesting things like trees, mounds (the military term escapes me at this moment), lakes, railways and outposts.

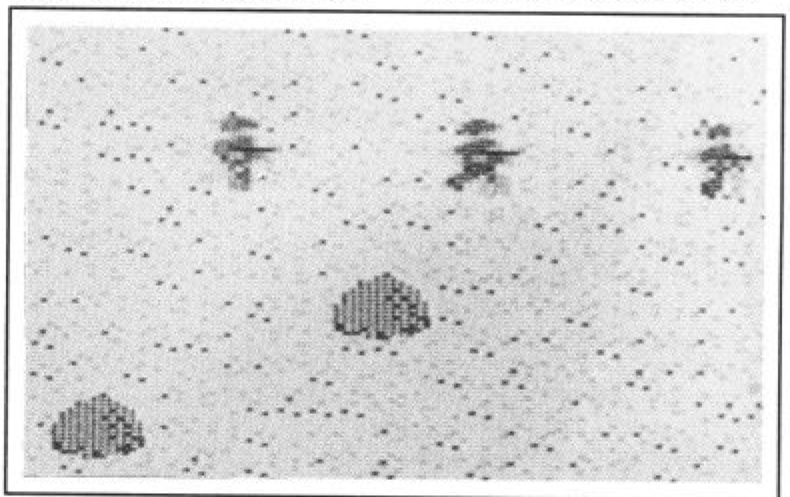
When you get to an outpost lots of soldiers run out and the bullets really fly. If you kill them all that's the outpost captured and it's on to the next one.

Overall, I was really impressed. What didn't impress me was the bug that enabled me to walk straight through the enemy when on a certain part of the screen. Equally unimpressive is the square block that appears around sprites on all C16 games apart from those by Gremlin Graphics.

The twelve hours (well, it seems like it) of Colonel Bogey I was forced to listen to between one game ending and another starting also impressed me little. And finally my game ended for no reason whatsoever when I was just about to capture an outpost (we believe you, Ed.)

Finally, so as not to go out moaning, the bits I really liked; when the gooks die they throw their arms in the air and do a little dance, brilliant grenade explosions and twelve hours of wonderful Colonel Bogey music between each game.

Ken McMahon



▲ No more crazy gooks on this screen, on to the next.



Rating	Score (1–10)
Graphics	7
Sound	5
Toughness	8
Endurance	8
Value	8

7 Overall

THE BIGGEST, THE BOLDEST AND THE BEST GAMES MAGAZINE



GIANT FREE *'SPACE HARRIER'* POSTER

JANUARY ISSUE ON SALE 15th DECEMBER - *ONLY* 98p

● THE MAGICIAN'S CURSE

C16 and Plus/4
GREMLIN GRAPHICS
Price: £6.95/cass

It seems that Gremlin Graphics can't put a foot wrong these days. Everything they produce has a quality about it that is somehow lacking in most of the other stuff.

The Magician's Curse is no exception. Although the idea has been around for a while, the quality of the game is so good that if Gremlin released Space Invaders you could almost believe it would be a hit.

As the very old and much used legend has it, many years ago The Land was inhabited by an evil magician. There has to have been an evil magician you see, otherwise how would you account for all the evil thingies that inhabit The Land?

It's possible I suppose that he was really quite a benevolent bloke, just incredibly incompetent with the old spell book. Still, for the time being I think we'll stick with the Gremlin version of events.

Anyhow, none of this would concern us were it not for the fact that, hidden deep within the land there is an incredibly valuable golden statue. Why is it that software houses assume all computer gamers are greedy avaricious treasure hunters?

The first thing that strikes you is the quality of the graphics. Each screen appears against a night sky backdrop filled with twinkling stars. There are 48 screens in all and you move from one to another by moving the ubiquitous little man to the left or right hand edge of the screen. The animation is excellent. There is no flicker and you don't get that square box around the sprites that I've noticed on most other C16 games.

Your energy meter at the bottom of the screen depletes with every passing second. There are additional energy depleting hazards. Apples fall from trees and, if you're not careful, give you a nasty knock on the head. Some screens are inhabited by vampire bats which have serious consequences for your energy meter should you come into contact with one. That's not all, by far the biggest hazards are the poisonous lakes — use the stepping stones, and the force fields — pick your moment.

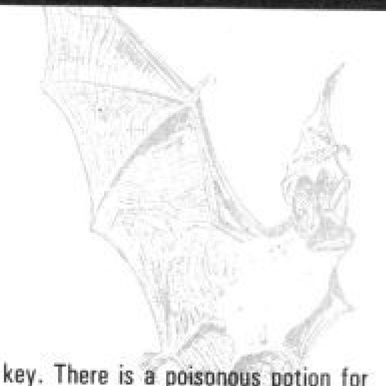
There are two ways to replenish your energy, neither of which, you'll be relieved to know, involve drinking Lucozade. Potions are left conveniently lying around the place — could be Lucozade I suppose — no I don't get a tenner every time I mention it. *(Daley Thompson does — Ed)* There is also the odd picnic lunch which goes down well if you're feeling a bit run down.

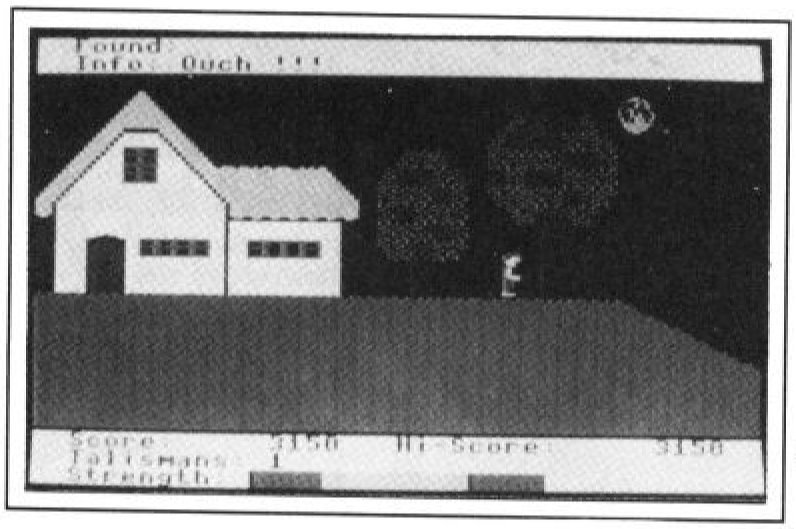
The general idea is that you run around in search of the statue, keeping your energy up with the odd ploughmans and bottle of potion. There are seven talismans which must be collected before you reach the final screen and there is the occasional adventure type puzzle to be solved. To enter the cottage and the church you must first find the key. There is a poisonous potion for which an antidote exists if you can find it quickly enough. Don't bother going into the caverns unless you have the candle.

If you manage to find the statue, or you fancy yourself a bit with the joystick, there are seven higher levels with more bats and falling apples. I wouldn't bother with level eight though. You can't see for the bats and the apples come out of the trees like they're jet propelled.

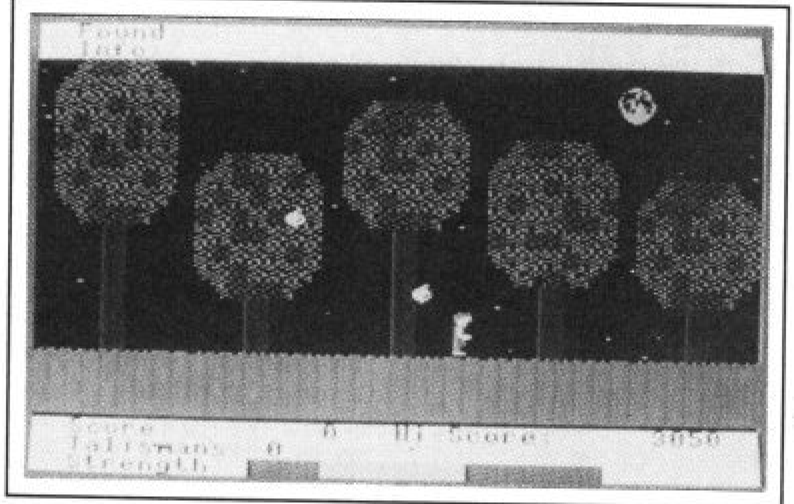
I managed to get through most of the game in a couple of hours, so experienced players might find the fun a bit short lived. Even so, I'd say it was an hour or two and seven quid well spent.

Ken McMahon

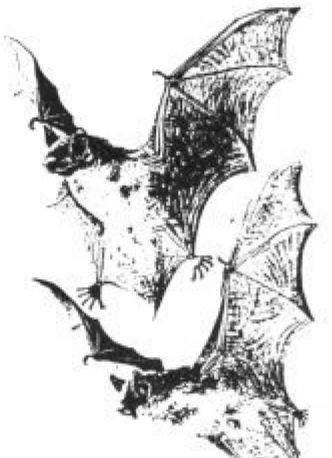


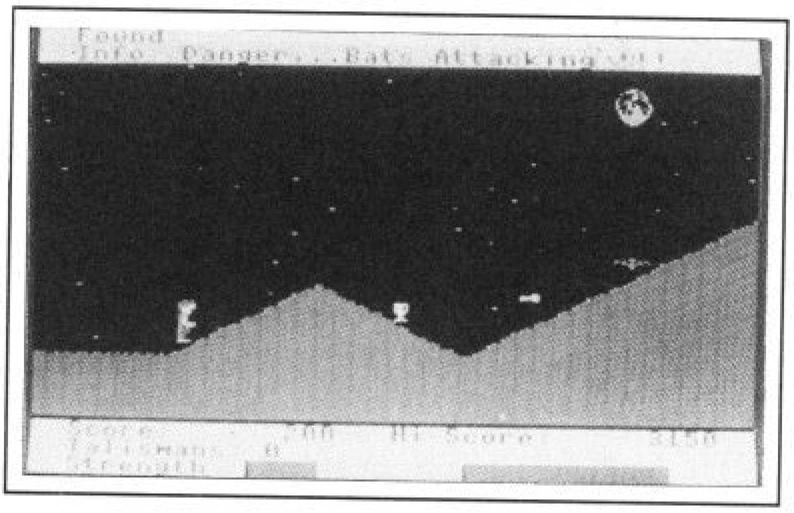


You've collected one talisman, still six to go.



Watch out for the apples falling on your head.

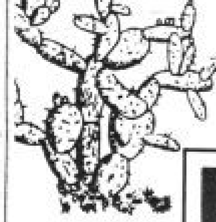


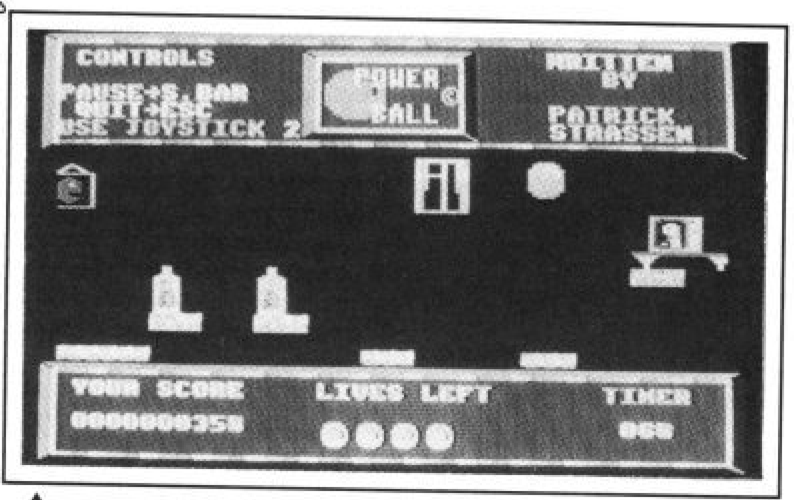


Twinkle, twinkle little stars — where the hell's that statue.

	Rating (1–10)
Graphics	8
Sound	5
Toughness	6
Endurance	7
Value	7

7 Overall





▲ Budget ball game for cheaps fans

POWERBALL

C16 and Plus/4
MASTERTRONIC
Price: £1.99/cass
£14.95/disk

Okay so you read about *Trailblazer* last month? Tried it yet? Looking for more ball games? Well even if you didn't get to try Trailblazer, I think you'll be interested with this budget ball game.

Mastertronic claim that "Powerball will beat you. No chance". I don't know about you readers but I had literally no clear idea of how the ball was controlled. After several hours of trial and error, I cracked it. Not the game, the control system.

You guide a bouncing ball along a strange area, which looks a bit like a house in an attempt to get to the end. The end zone beckons so you mustn't hang around or you will run out of time.

There are many hazards to overcome like walls, spiky plants, a meanie or two and even some missiles show up on later screens.

There are vareious ways in which you can get your ball popped — like hitting a spiky plant, a meanie, a missile hitting you, or by falling through the gaps in the floor. The falling through the gaps option was a very regular occurrence on my first few hours of play, soon after I came to a funny screen which didn't allow me to pass.

This screen is miles away from the beginning and I got there by using the nice cheat method, whereby you can carry on from where you left off by pulling down on your joystick when the game is over.

The graphics are very good, with excellent use of colour. The leftwards scrolling screen was smooth with not a single judder, until you died of course. The sprites were of high quality and didn't have those nasty blocks around them when they

Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

6 Overall

SPIKY HAROLD

C16 and Plus/4
FIREBIRD
Price: £1.99/cass



▼ With a haircut like that, Harold looks pretty cool

I won't complain about Spiky Harold being unoriginal, but it looks like the platform is here to stay. You either like them or lump them.

Spiky Harold was out on the Spectrum a few months ago, was recently converted to the 64, and now a bloke by the name of Simon Sorsbie thinks that we 'mini micro' owners should have a go at helping Spiky Harold get his 4,000 winks (i.e. hibernation).

Actually hibernating is no problem, just nip into any nearby cranny and count ants jumping over a matchstick. Those leaping ants shouldn't be imaginary though. Harold needs them to nibble when he gets a bit peckish during the long winter.

The nice BBC weatherman has forecast an extremely hot sunny day in December. (*Just as if. Ed.*) Harold remembers the last time he listened to such a forecast — he nearly ended up on that great prickly bed up in the heavens — a sharp frost is on its way.

Guide Harold around several screens collecting apples, grapes, pineapples, eggs and wine glasses. As you can see Harold is more into desserts than any kind of real grub (a bit like me), as for the wine glass it makes you go a bit legless — the controls get reversed — some wine eh?

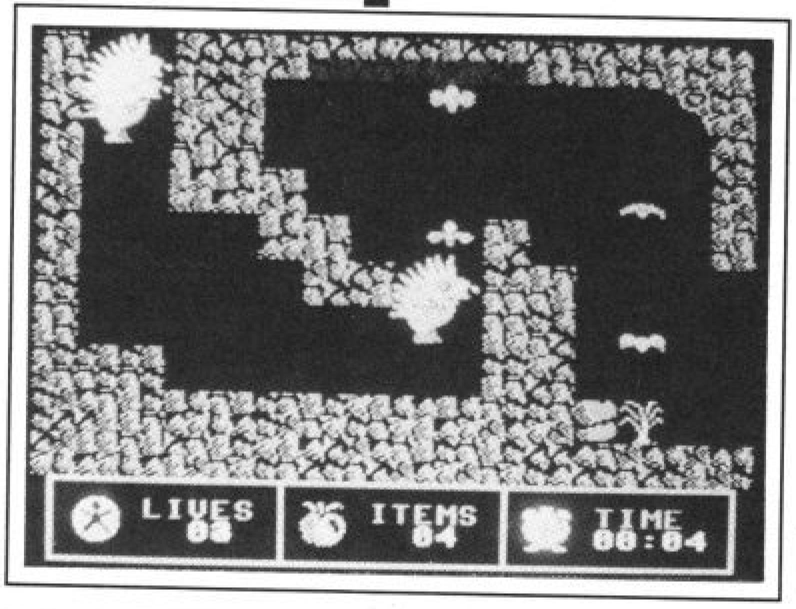
To stick to the rules of usual platform games you have a large supply of lives. N-n-n-nineteen to be exact, and to be honest I reckon it's possible to clock with only one life and lots of care and patience. Oh yes, there's an unhealthy number of other creatures wandering aimlessly around the underground chambers who kill on contact. They include: flies, bees, bats, worms and snails.

As this was converted from the Spectrum everything is single coloured and looks very dated, but does have some neat animation. Harold walks as if he's had a good boot up his rear and his legs look like shock absorbers, I quite liked the way his prickles shuddered as he strode along.

All of the other creatures in the chambers were also well animated and looked, well, nice. There is very little variety in the sound department, with no tune, althugh the soft, crunching of Harold's feet was very effective and there's a loud crunch when he bites an edible object (I don't think the poor prickly knows how to hibernate).

There are a reasonable amount of chambers to explore and to help there are coins which you can pick up to get an extra life — at one stage in the game I had 21 lives.

It's not all easy going though, there's a time limit. No need to fret though because you've got 24 hours to finish the grub gathering and these are not game 24 hours. You've got a real 24 hours to complete the game (i.e. start Saturday afternoon, finish Sunday afternoon). After a while you'll get a bit bored and you may end up doing stupid things to



Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

6 Overall

passed over objects.

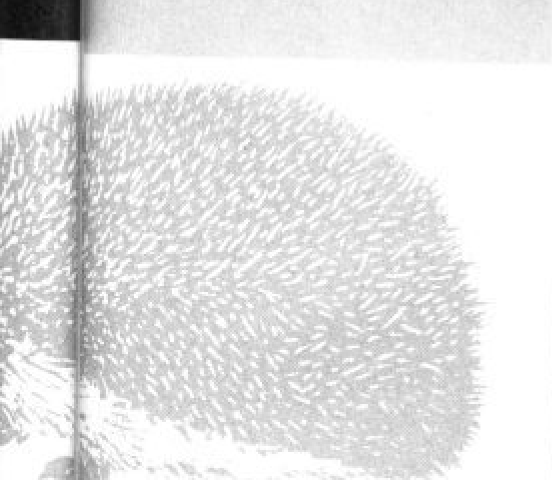
Sound was quite good, with a convincing 'boing' for when you start building up bounce to clear the next line of spiky plants. The nice little jingle would soon be followed up by a good crash sound. With me at the balls' controls, I made it to screen five and this was without the cheat option. Bad marks for no high score and no title screen, there was just a game over screen.

I only managed to find one bug, this occurred when a meanie ran across the screen leaving a trail of meanies behind it. As for that funny screen, well I don't know what Mastertronic will think about this, but I actually passed it. What happens then? You don't just start all over again, the screen gets filled with garbage that kills you immediately after your ball appears.

I did enjoy this game — though I feel it wasn't hard enough.

I'll recommend it to most owners who'd like a go at controlling balls. Oh yes, I nearly forgot to mention it, the cover had me laughing for about one minute.

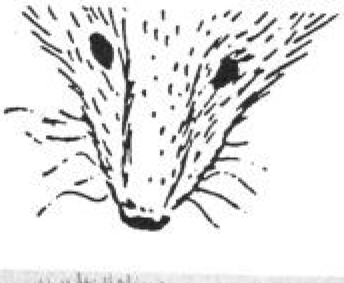
Fikret Ciftci



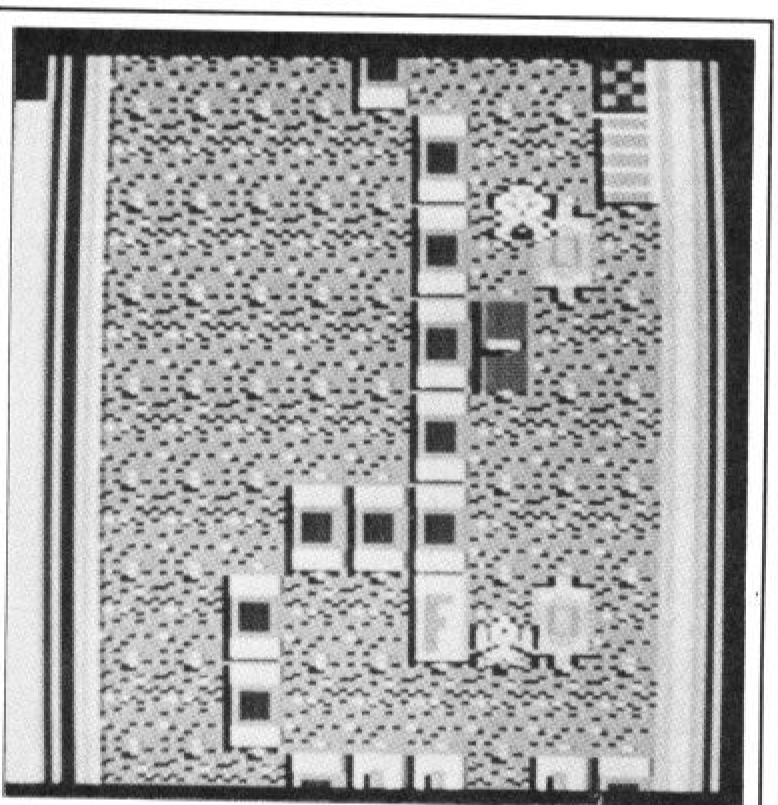
liven the game up a bit, don't bother, most of my lives were lost due to my impatience. I'm going to persevere because I want to see some conkers, sulphur clouds, bouncing balls and peeping periscopes that the blurb goes on about.

What Firebird have here is a nice little game which leaves many of their previous efforts lying in the mud, in my opinion this is good value for money but I'd only recommend it to diehards or newcomers.

Fikret Ciftci







▲ **Pretty good graphics for just two quid.**

TERRA COGNITA

C16 and Plus/4
CODE MASTERS
Price: £1.99/cass

If you read your C.U. thoroughly you may have heard about a new software house called Code Masters being formed. You probably may have thought these guys only made budget games for the big machines. Well, you're wrong. *Terra Cognita* has been programmed by one of those Darlings.

The scene is set very well, but more storyline would have been appreciated. Three mining engineers find a Warrior Robot head lying on the ground, one of them tries out his footy skills on it by booting it. It starts babbling on about man destroying Krion (the planet they are currently on), the ground shakes revealing a smooth artificial surface — which is actually the robot's body.

Pressing the fire button will put you under the control of an escaping ship. Remember, you've destroyed that robot's chest, guess what it wants to do to you? So unless you'd like to end up as space dust, it's advisable for you to get the hell out of this place. But your ship is only designed for use on the 'planet' and the ally that usually gets left behind in the mothership has taken it for a short spin — about a hundred screens away from where you start your escape.

There are several features that this robot planet has got built on it and can be used to your advantage or your disadvantage. These features are used by you steering over strange patches of land, I've got listed here a few (maybe all) of the funny effects that these strange patches of land have on your ship:

Fuel Dumps
A square with an 'F' on it, try not to miss any or you'll end up a stranded spaceman and die.

Extra Life Areas
Hit the blocks with an 'L' on them for an extra life.

Time Shifts
Avoid at all costs, these squares with diagonal lines on them reset everything — your score, your lives and you start from the beginning — Aaaarrgh!!!

Acceleration Blocks
Your ship has three speeds, hitting one of these blocks with a plus sign on them will shift you one gear up.

Deceleration Blocks
Hit one of these minus signs to shift a gear down in speed.

Bonus Blocks
Fly over this block with spaced out horizontal lines for a one second rest and 100 points — don't miss 'em.

Force Field Generator Blocks
Hit these checked blocks for a ten second force field which protects you from the two aliens which zig-zag down, but don't think it protects you from any walls.

Walls
Flying into one of these is just like dying and that's exactly what it does to you, it nabs one of your lives. There are lots around, be sure to not confuse certain flashing walls with the launching pad.

Launching Pad
Harmless to your ship, you come out of these when your ship conks out (if you've any left). Don't think it's going to be too hard, you have a photon laser beam, that'll show the aliens what you're made of.

The graphics for this game are truly amazing, smooth, detailed and that horrible sprite block problem has been overcome with startling effects. These guys are definite experts, the best way I can really describe the quality is by saying it's of arcade standard, with the ever popular bas relief (metallic look) graphics. The colouring is superb, the only fault I can find in the graphics is when the aliens flicker, but it only happens at full speed.

The sound is quite good but I wanted more, there have been better examples around though it's good enough. Gameplay was very rewarding, getting to see the next screen was a good achievement (the screen scrolls down as you play) and had me up all night playing, until I clocked it.

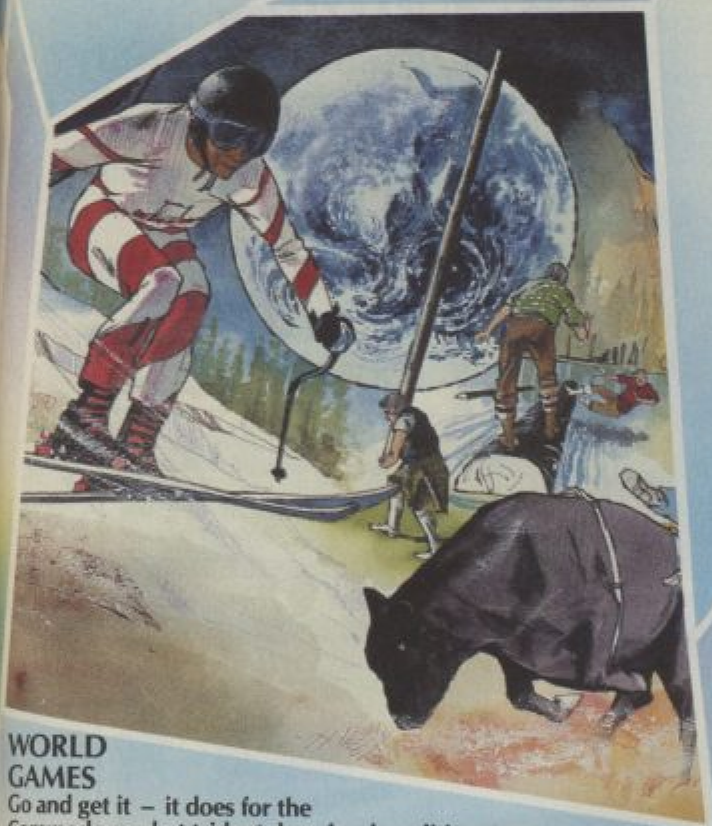
For two quid I can assure you you'll be more than satisfied with it. Even though I've done the game in I just still enjoy it, it's the best blast to hit the C16 and Plus/4 since Gullwing Falcon.

Fikret Ciftci

Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

7 Overall

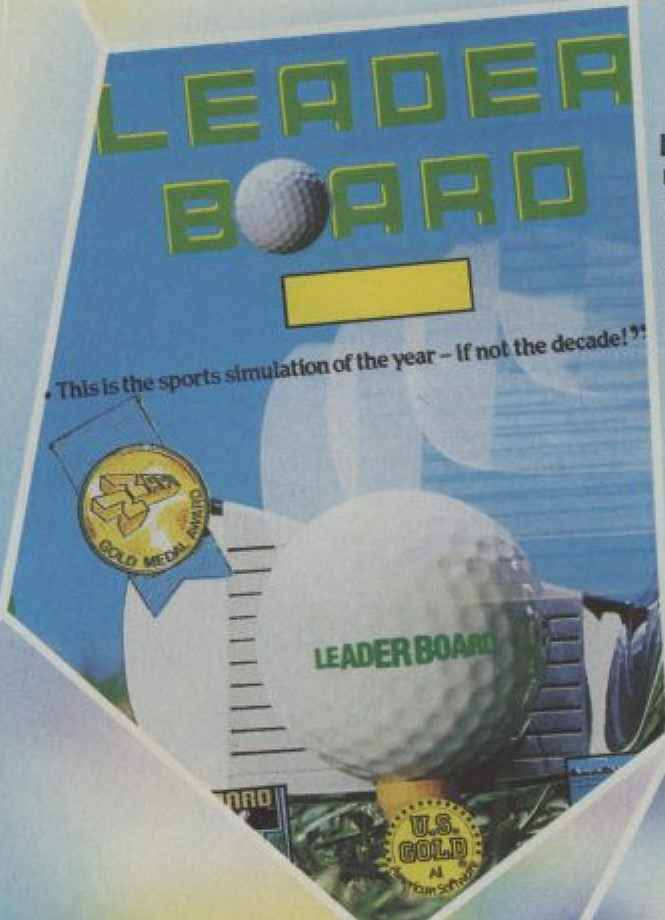
ONDERLAND



WORLD GAMES

Go and get it – it does for the Commodore what trident does for demolition. Not only have Epyx produced an unbeatable game–they've come up with some of the best graphics and sound I've ever seen and heard–Zzap 64 November 1986 Gold Medal.

CBM 64/128, Amstrad Cassette *£9.99* Disk *£14.99*
Spectrum 48k Cassette *£8.99* Atari ST
Disk *£24.99* Amiga, IBM, Apple
Disk *£24.95*



LEADERBOARD

Undoubtedly the most realistic golf game available, Leader Board is actually a simulator that gives you a true perspective view of your golf game. There are three levels of play so you can compete from amateur to touring professional. You'll get all the fun, aggravation and simulation of true golf competition!

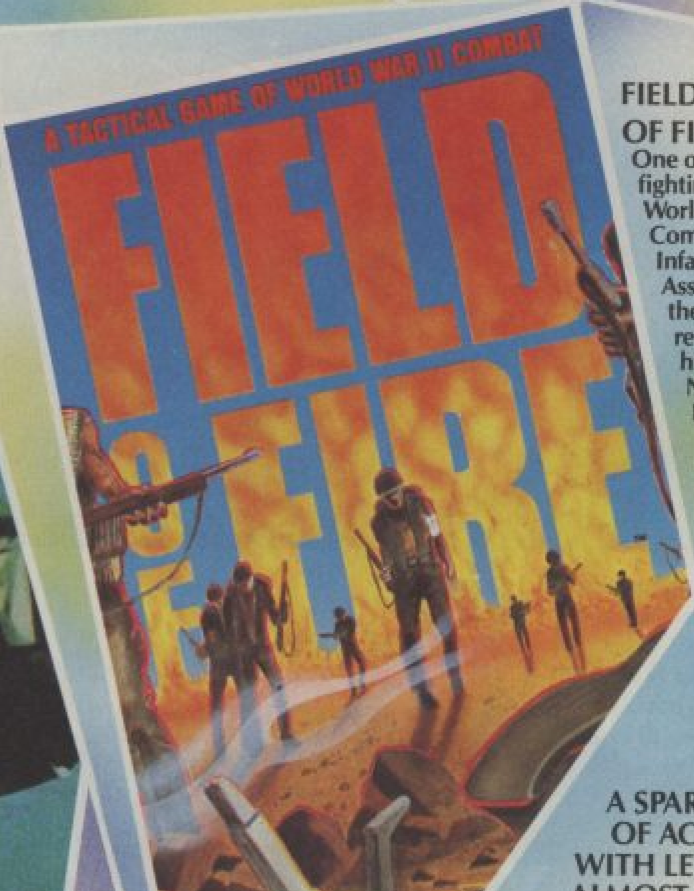
CBM 64/128 Disk *£14.95*
Cassette *£9.95*
Spectrum Cassette *£8.95*
Atari, Amstrad Disk *£14.99*
Cassette *£9.99*
Amiga *£24.95*



SUPER HUEY II

Pilot your helicopter in six exciting rescue and combat simulation scenarios:– RENEGADE; BRUSH FIRE; GULF OF TERROR; BERMUDA TRIANGLE; ARCTIC RESCUE and OIL BLAZE.

CBM 64/128, Cassette *£9.99* Disk *£14.99*



FIELD OF FIRE

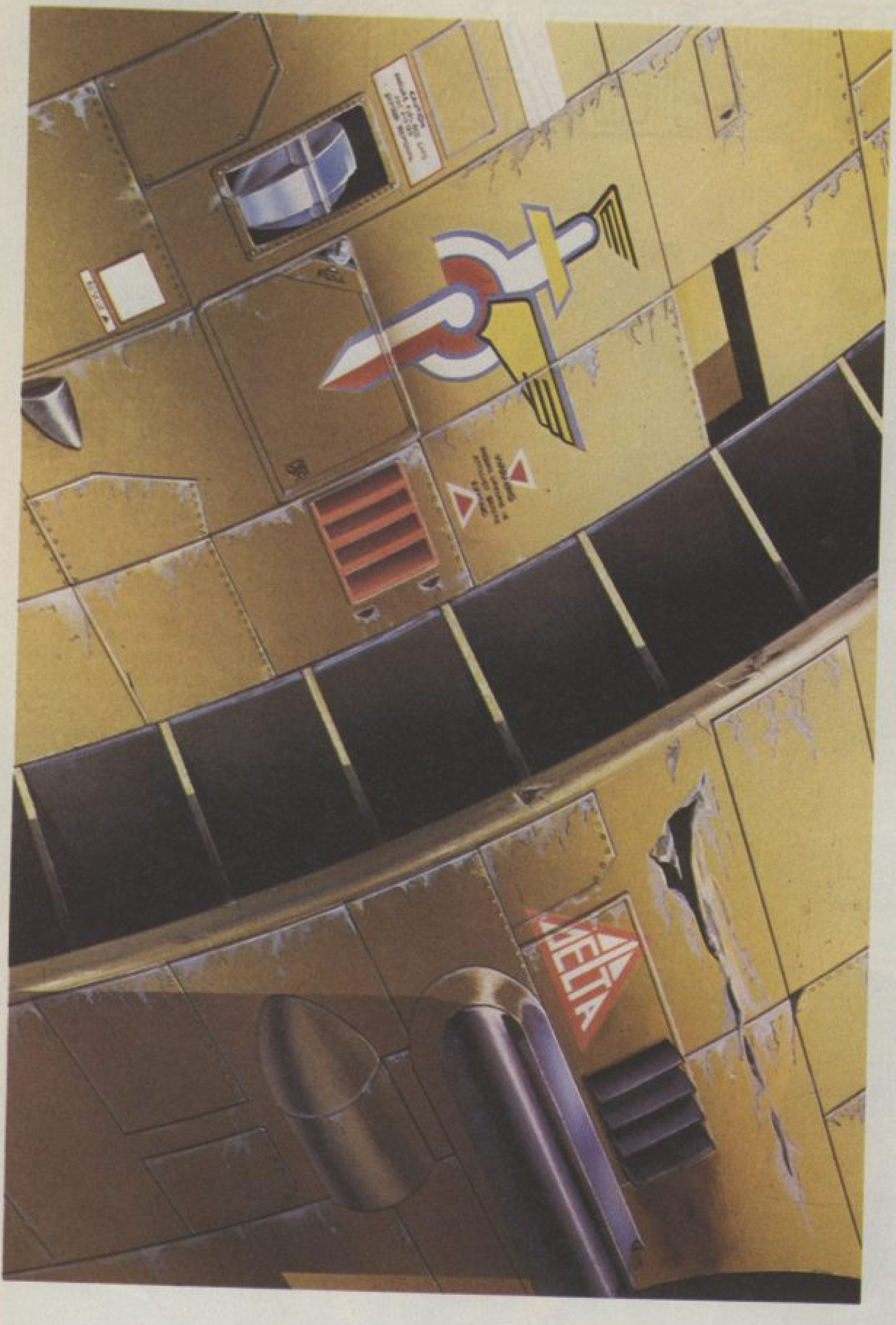
One of the finest fighting forces during World War II was Easy Company of the First Infantry Division. Assume command of these heroic men and retrace eight of their historical battles in North Africa and Europe.

CBM 64/128 Cassette *£9.99* Atari Disk *£14.99*

A DAZZLING ARRAY OF SOFTWARE ENTERTAINMENT. A SPARKLING COLLECTION OF ACTION PACKED TITLES WITH LEVELS OF CHALLENGE ALMOST BEYOND BELIEF. BUT REAL THEY ARE, PLAY THEM AND YOU'LL QUICKLY BE ABSORBED IN A WONDEROUS WORLD OF SKILL AND EXCITEMENT.

U.S. Gold Limited, Units 2/3 Holford Way, Holford, Birmingham B6 7AX Telephone: 021-356 3388

THALAMUS



DELTA

By Stavros Fasoulas

THALAMUS LIMITED
Front Office
1st Floor, Advance Works,
44 Wallace Road, London N1 1PQ

CBM 64/128 Cassette £ 9.99
Disk £14.99

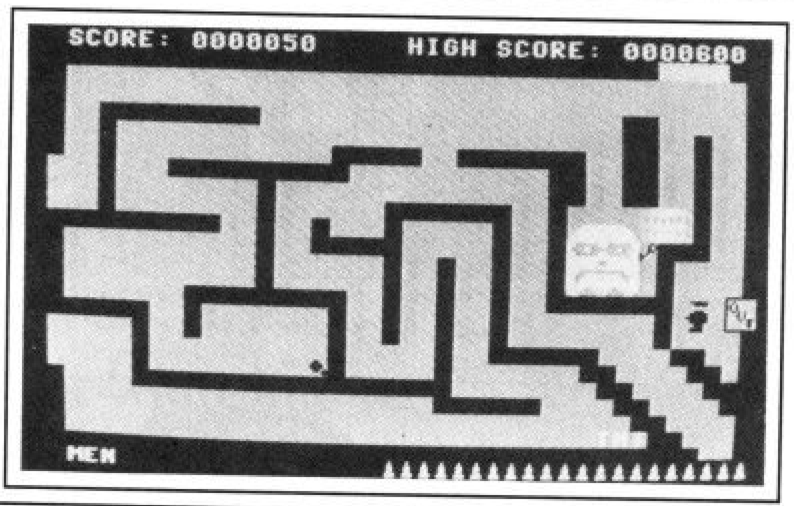
Distributed by US GOLD LIMITED, Unit 2/3, Holford Way, Holford, Birmingham B6 7AX. Tel: 021-356 3388

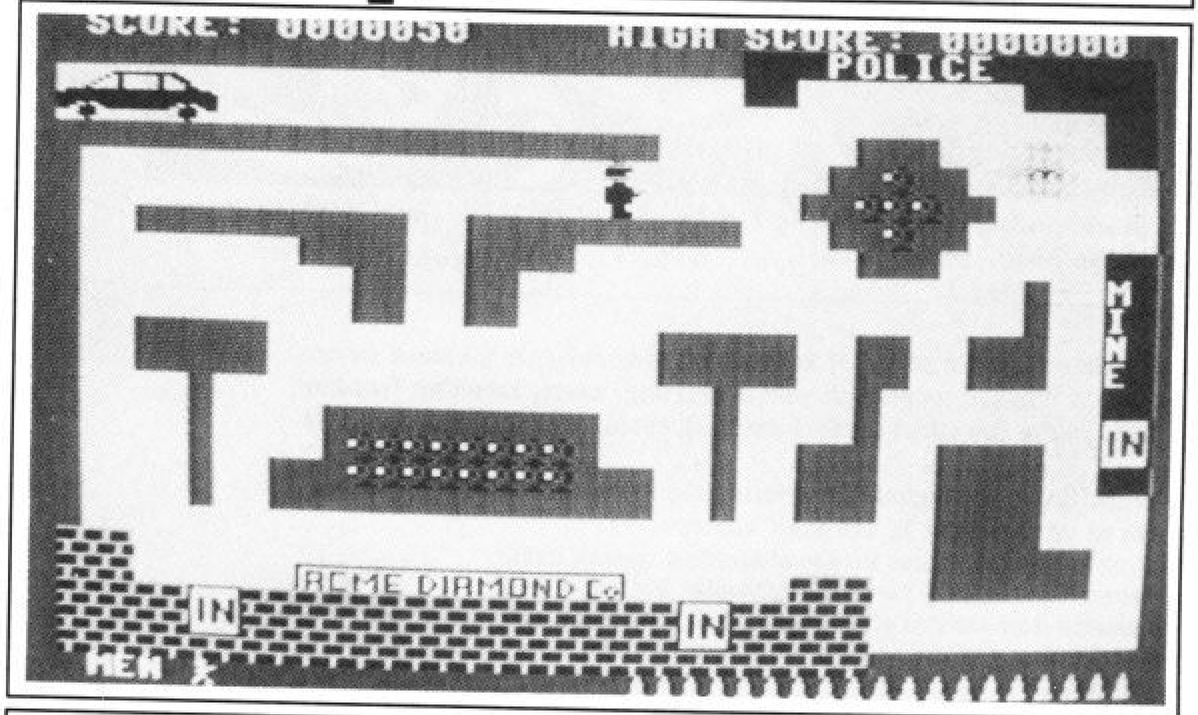
● COPS 'N' ROBBERS

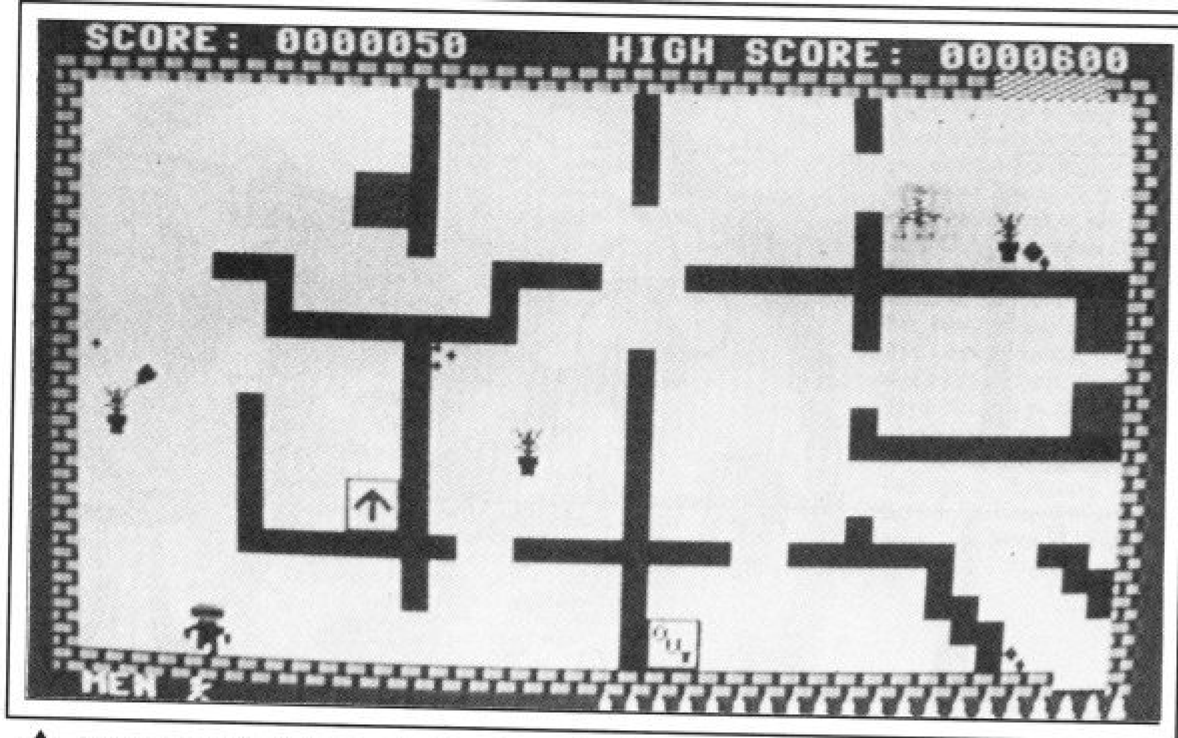
C16 and Plus/4
ATLANTIS
Price: £2.95/cass

The cop is near the exit but it looks like the robber has already scarpered. ▶

▼ Cops 'N' Robbers — "a glorified maze game very much on the average side of average".







▲ Watch out for those plant pots — they're deadly.

Cops 'n' Robbers could never be accused of being the most original game in the world, but if you condemned every game on that basis there wouldn't be an awful lot left to rave about. No one's passed a law against rip-offs yet, have they?

You'll be relieved to hear that you are on the wrong side of the law — cast as the blagger (sounds like a good title for a game). You must work your wicked way around several simple, maze screens collecting diamonds as you go.

The idea is to pick up as many diamonds as you can before making it back to the getaway car and dumping them in the boot. The Old Bill are constantly in hot pursuit, but in true to life fashion are pretty stupid and not too difficult to outwit.

If they become a nuisance you can always blast them to kingdom come with your trusty Magnum .45. The only problem is that your ammunition is in limited supply so you can't always waste as many as you might like to. The good news is that if you run out of bullets you get a new box when you return to the car to boot the loot, so to speak.

There are a few embellishments which take the game out of the mediocre league. Paths from the opening screen lead to the mines — populated by pacman-like ghosts — where you can find more diamonds and some TNT.

The remaining four screens comprise various floors of the ACME Diamond Company. On one floor is the safe, to which you must find the combination before making off with the big haul.

There are a few really annoying 'bugs'. On occasion, when moving from room to room, or leaving the lift you are instantly jumped upon by a cop, which I think is hardly fair. Speed and manoeuverability are things I would place high on a list to move around. There's nothing more infuriating than not being able to get your villain through the door when the boys in blue are breathing down his neck and fingering his collar.

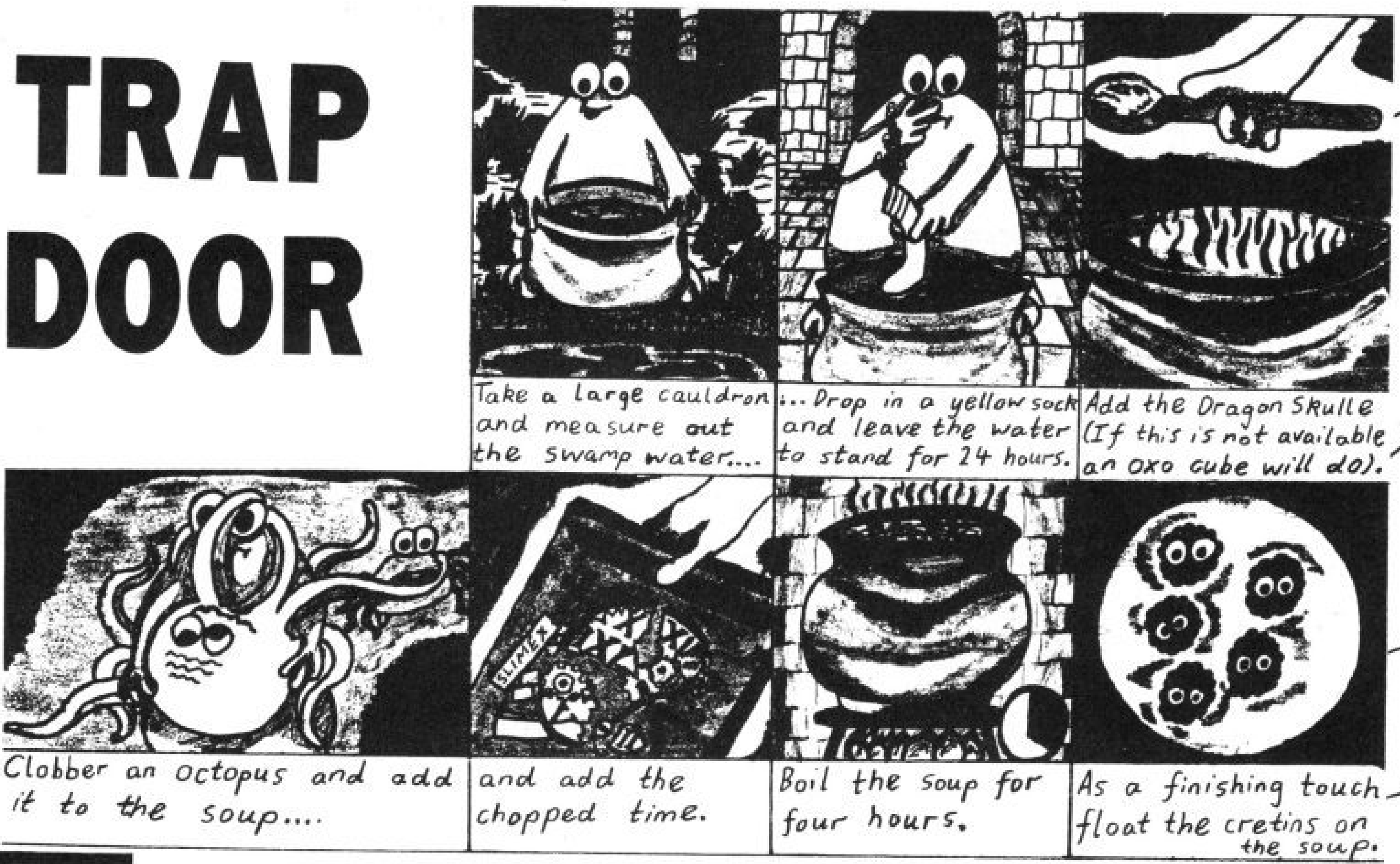
I have to say that I don't think this is worth three quid. I might be impressed if I'd found it in the listings at the back of CU, but it doesn't quite make the grade when you're paying for it.

Ken McMahon

Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10

4
Overall

TRAP DOOR





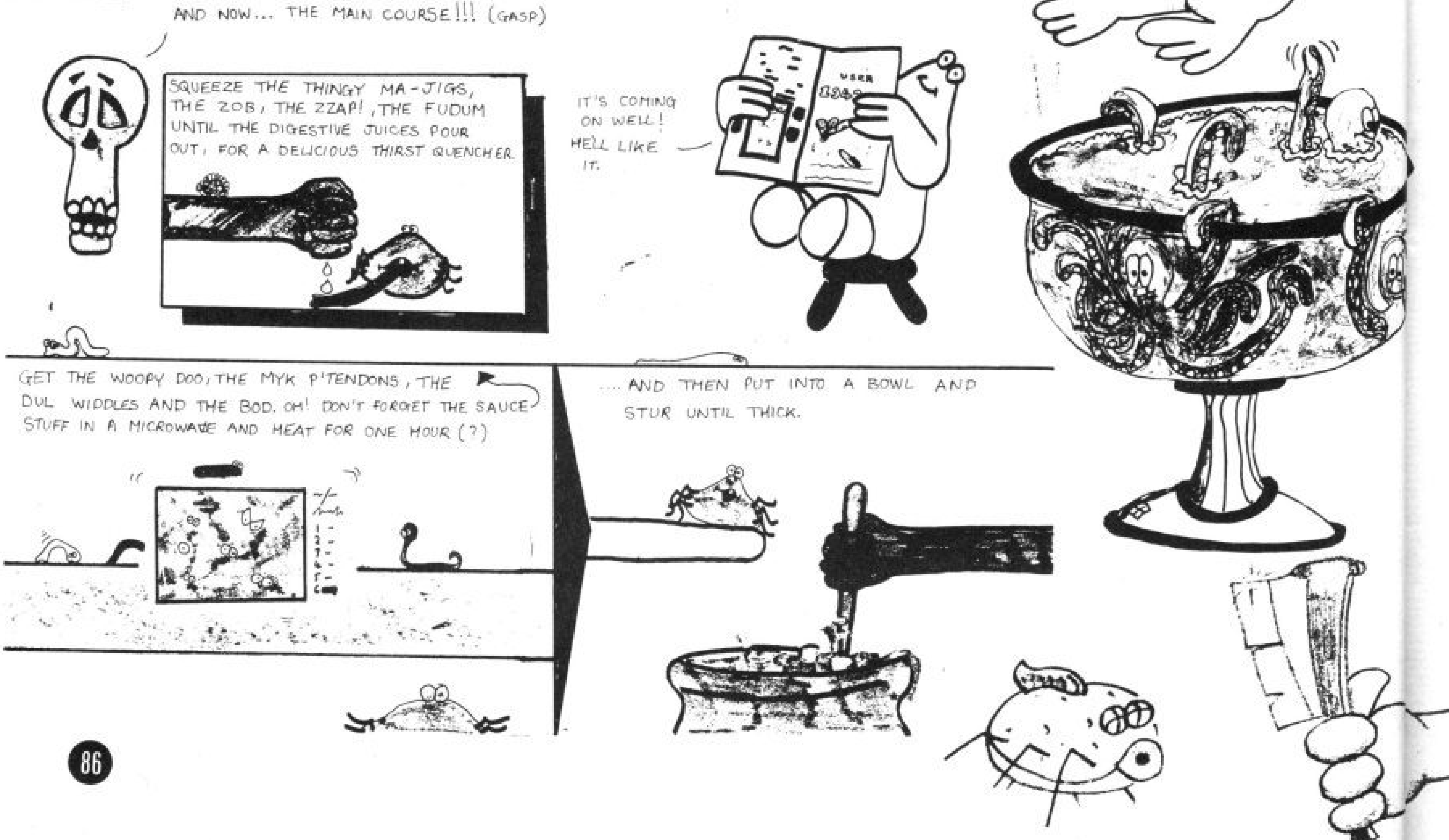
WINNERS

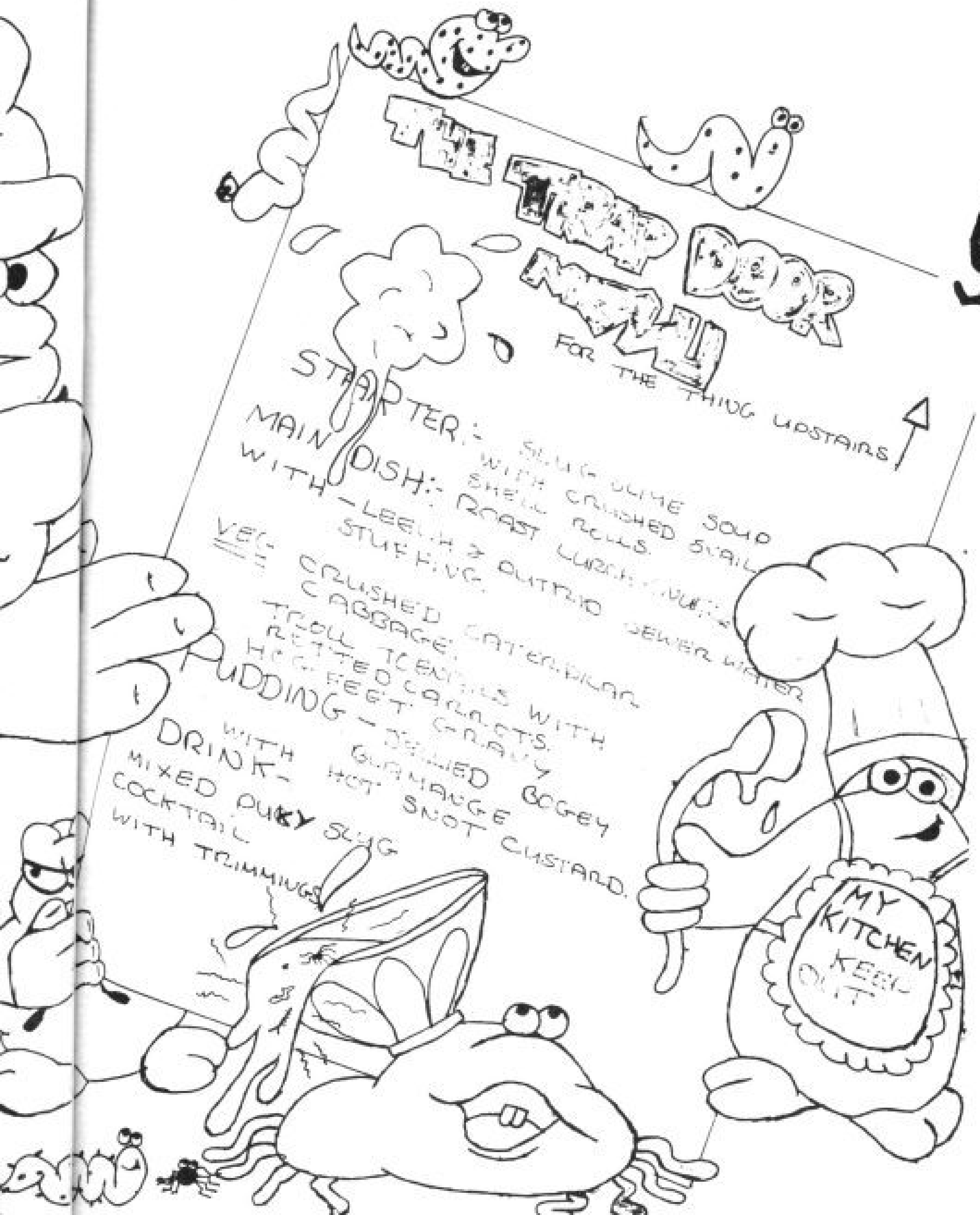
Take twenty packets of Alka Seltzers, half a pound of Rennies and a heavy-duty stomach pump. That's what we needed when we'd finished reading all your disgusting, nasty, revolting Trapdoor recipes — great fun. Well done, you're the vilest readers any mag could be proud to have. ***(Pass me the sick bag — Ed)***

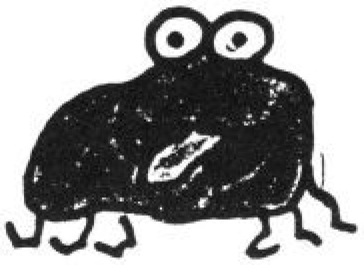
First prize goes to Anthony Griffin of Nottingham for offering the best illustrations for his stomach-curdling cuisine. We've sent a copy to our staff canteen.

15 runners up were: Nicola Jones of Whitchurch, Darren Hebden of Sheffield, Andrew Birkitt of Leeds, Lee Jubb of Skipton, Robert Whitehouse of Coventry, Christopher Rudland of County Mayo, Jaison de Cicco of Kidderminster, Mark Watkins of Amersham, Paul Spitlehouse of Hull, Sam Allen of Swindon, Robert Grover of Stowmarket, Steven Williamson of Bath, Paul Stannard of London, Simon Tite of Kempston, Marcus Dean of Leicester and David Thomas from Stockridge.









WINNERS

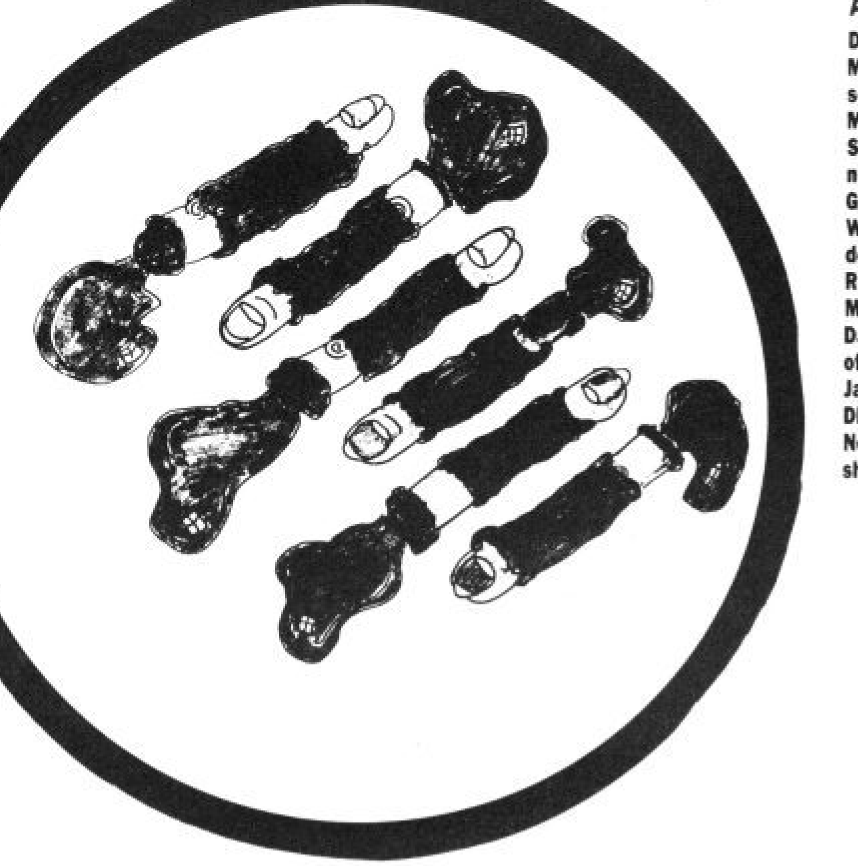
Gauntlet

With a brand new 64C up for grabs, we had no shortage of entries. Sadly, millions and millions of you will be disappointed although most of you got the correct answers: Robin Hood, Gandalph, Wagner and Thor.

Start jumping up and down and waving your arms, STEVE SEWELL, of Earls Barton, Northants, cos you've won the big one. A 64C will be winging its way to you shortly, courtesy of US Gold.

The twenty runners-up were:

Terence Knights of Middlesborough, Adam and Chris Taylor of Nottingham, Richard Walker of Dudley, A. Bowden of Bishop's Stortford, Andrew Crichton of Fife, Glen Canning of Bristol, Rvan Salt of Staffs, Steven Arnold of Stroud, Richard Price of Aberdare, Craig Fraser of Bromsgrove, Stuart Hopkinson of Chesterfield, Kevin Page of Chepstow, Chris Gair of Harlow, M. Blackery of Basildon, David Gibson of Wigan, Ian Wayne of Avon, Mathew Skinner of Bath, Dean Chick of Catford, J. Rattue of Torquay and P. Walker of Somerset.



And 50 Gauntlet T-shirts go to:

Daniel Mobbs of Bournemouth, Clive Moore of South Humberside, Tayte Simpson of Buckinghamshire, David Itter of Middlesex, Lee Shaw of West Yorkshire, Shane McNamara of Swindon, Mark Cornwell of Bromley, Adam Lloyd of Glos., R. Gill of Ilford, Philip Kirk of Hull, Marc Wallis of Sheffield, Rajinder Gill of London, David Machin of Rotherham, Robert Ramdeholl of Surrey, Sean Zabludow of Merseyside, Clive Sawford of Beds., David Mitchell of Stockport, I. Langford of Essex, James Rolph of North Devon, T. Jan-Michelle Vincent of Shropshire, Ajay Dholakia of Northants, Morgan Eves of Norfolk, Adrian Williams of Staffordshire, John Hoyle of Herne Bay, Ian Hanney of Staffs., Simon Matson of North Humberside, Warwick Brown of Sheffield, R. Western of Shropshire, Simon Shaw of Dunbartonshire, Martin Borg, Herts., Daniel Smith of Cambridgeshire, Paul Evans of Oxford, Neil Popham of Devon, Leon Kenny of Bromsgrove, Marcel Kalin of Lancs., Gareth Brown of Berks., Jonathan Donohue of Manchester, Graham Rundell of Ayrshire, Derick Norton of London, Adam Durran of Herts, Lee Barker of Essex, Marc Hagan of Merseyside, A. Taylor of London, C. Holmes of London, Allen Kitchins of Gwent, Phillip Morgan of Suffolk, Nathan Bunting of Norfolk, D. Twelves of Cambs., Lee Mastin of Hants.

Gauntlet

Evesham Micros

ALWAYS A STEP AHEAD



The EVESHAM Enhancer 2000



The Evesham Micros version of this reliable and compact disc drive has a **new ROM** to ensure a **very high** degree of compatibility with disc turbos and protection schemes.

FEATURES

- ☆ HANDLES DISC TURBOS
- ☆ DIRECT DRIVE MOTOR
- ☆ NO OVERHEATING
- ☆ VERY RELIABLE
- ☆ 1 YEAR GUARANTEE
- ☆ COMPACT SIZE
- ☆ HIGHLY COMPATIBLE
- ☆ VERY QUIET

IMPORTANT:

ONLY THE EVESHAM MICROS VERSION OF THIS DRIVE HAS THE NEW ROM THAT WILL HANDLE DISC TURBOS AND LOAD OVER 98% OF PROTECTION SCHEMES.

THREE PURCHASE OPTIONS

OPTION 1	OPTION 2	OPTION 3
Evesham Enhancer with free s/ware.	Evesham Enhancer with free s/ware and Quickdisc + cartridge.	Evesham Enhancer with free s/ware, Freeze Frame cartridge and 10 discs.
ONLY £149.95	**ONLY £159.95**	**ONLY £179.95**

DOLPHIN DOS

THE EFFECT IS STAGGERING.

Now established as **THE parallel operating system** for the 1541 disc drive. Hundreds of satisfied users include business, hobby and full-time programmers **including the Gremlin Graphics team.** The speed and efficiency is truly unbelievable, it is compatible with **the vast majority of commercial software,** speeding up both the loading of the program **and of SEQ/REL files.** (It is brilliant with Superbase, Easyscript, etc.) For non-compatible programs it can be **completely switched out.** It DOES NOT use a special disc format and your existing discs will be compatible.

FITTING

Fitting involves the insertion of two sub assembly circuit boards, one in the 1541 and one in the '64/'128. These normally just plug in but on some '64s a small amount of soldering is necessary.

SOME OF THE FEATURES

- ★ 25x FASTER LOADING (PRG FILES)
- ★ 12x FASTER SAVING (PRG FILES)
- ★ 10x FASTER LOADING (SEQ FILES)
- ★ 8x FASTER SAVING (SEQ FILES)
- ★ 3x FASTER LOAD/SAVE (REL FILES)
- ★ E.G. LOAD 202 BLOCKS IN 5 SECS
- ★ EASY AND FAST DOS COMMANDS
- ★ USE 40 TRACKS FOR 749 BLOCKS
- ★ MONITOR BUILT IN
- ★ DRIVES CENTRONICS PRINTER
- ★ ENHANCED SCREEN EDITOR
- ★ EXTRA BASIC COMMANDS

(These figures do not allow for searching)

ONLY £69.95

Available for CBM 64 or '128 in '64 mode, please specify.

EXTRAS AVAILABLE . . .

Kernal for '128 in '128 mode	
User port expansion card (3 slot)	£9.95
Dolphin Copy (Whole disc in 18 secs and lightning fast file copier)	£14.95
Dolphin main board for second drive c/w lead	£7.95
	£44.95

If you require further information please send SAE for fact sheet

STOP PRESS

Dolphin DOS wins C.C.I. Oscar for best utility of 1986. First ever 100% hardware rating in Compunet review. Many more software houses now using D. DOS include: Superior, Alligata, Adventure International, Thalamus, and Domark.

Quickdisc+

FAST LOAD PLUS UTILITY CARTRIDGE

After enjoying considerable success since its release we have now made some improvements to "QUICKDISC+" to maintain its position as the best value in the disc "speed up/utility" cartridges.

Fast LOAD (now 5-7 times normal speed). Works with majority of protected software. Can be switched in and out from the keyboard.

Fast SAVE at 7 times normal speed.

Fast Format takes just 20 seconds.

Fast Backup copies an entire disc in four minutes (not protected software).

Very Fast File Copier for selective file copying at HIGH speed. Now handles files up to **248 blocks** long.

Improved DOS commands (DOS 5.1) makes for easy use of the disc drive. eg. $(RETURN) will LOAD and display a directory without over-writing BASIC. SHIFT RUN/STOP will LOAD "0:*",8,1 etc. **Very, very useful.**

Incorporates Centronics printer software (user port) **with CBM graphics** capability (requires user port centronics cable).

A RESET switch is fitted. (We have found this to be "unstoppable", it even preserves the tape buffer).

NO MEMORY IS USED by this cartridge, it is totally "transparent" and uses special switching techniques.

"128" and 1570 compatible in '64 mode.

PLUS MANY MORE USEFUL FEATURES TO MAKE YOUR 1541 FAR MORE FRIENDLY TO OPERATE.

ONLY £19.95

NOW EVEN FASTER

LOOK!

your new look '64 will only cost you **£19.95**

THE LO-LINE '64



This new stylish case with it's modern sleek style will transform your '64. The high quality injection moulding is beautifully finished and very sleek. The lower key height also makes operating the computer much more comfortable.

It is very easy to transfer your '64 into this new case creating the feel of a new computer.

In Australia contact: **MICRO ACCESSORIES of S.A.,** Unit 8 Hewittson Rd, Elizabeth West. S. Australia 5113. Tel: (08) 287-0191

FREEZE FRAME UTILITIES DISC V1.0

Now the first support disc to enhance even more the powers of "Freeze Frame". Included on this disc are many routines to enable the complete transfer to disc of more programs that load extra parts. It is used in conjunction with "Freeze Frame" Mk III and means that virtually all programs of this type can now be handled.

The program will be regularly updated when new programs of this type appear. Other useful utilities will be addded as necessary. Owners will be able to update their disc for £2.00.

ONLY £7.95

NUMBER ONE FOR POWER . . .
NUMBER ONE FOR EASE OF USE

NEW MK. IIIB VERSION

FREEZE FRAME

NOW HANDLES PROGRAMS THAT LOAD SUBSEQUENT PARTS

The world's most powerful backup product? We are sure that "Freeze Frame" is the most powerful and the easiest to use product of it's kind. The originator and still the best. Now the **"MK. IIIB" version** has moved "Freeze Frame" well ahead of the "opposition". As well as it's unfailing skill in handling **every memory resident program** available for testing up to 1st December1986 it will now transfer from tape to disc the majority of **programs that load subsequent parts** (e.g. Winter Games, Silent Service, etc.).

FEATURES

- TAPE TO DISC
- DISC TO DISC
- COMPLETE SELF-CONTAINED, NO EXTRA SOFTWARE NEEDED
- FILES COMPRESSED FOR ECONOMY OF STORAGE SPACE
- 128/128D COMPATIBLE IN 64 MODE
- TAPE TO TAPE
- DISC TO TAPE
- RELOAD INDEPENDENT OF THE CARTRIDGE
- NOW HANDLES PROGRAMS THAT LOAD EXTRA PARTS
- PROGRAMS RESTART FROM THE POINT BUTTON IS PRESSED

SUPERB SELECTIVE FILE COPIER BUILT IN, WILL LOAD AND SAVE FILES UP TO 248 BLOCKS LONG AT HIGH SPEED

OPERATING "FREEZE FRAME"

"Freeze Frame" is **simplicity itself** to use. Just plug it in the cartridge port, switch on and select required option from the menu. You can then load and run software totally as normal. The latest version of "Freeze Frame" will, to the best of our knowledge, allow **ANY software** to load and run normally (unlike some competitive products).

"Freeze Frame" can be brought into operation at any convenient point by **pressing the button** on it. You can then do one of three things:–

1. **Pressing "D" will save a working version of the program in memory to a formatted disc. This version will include an auto booting very high speed reload (many programs reload in less than 30 secs).**
2. **Pressing "S" will save a completely standard version to disc, ideal for use with your fast load cartridge or system. Use with "Dolphin DOS" to load any program in 10–15 seconds. Also compatible with non CBM drives and U.S. spec. computers.**
3. **Pressing "T" will save a working version of the program in memory to tape. This incorporates a high speed reload at approx. 2400 baud.**

IT'S AS SIMPLE AS THAT

ALL PROGRAMS SAVED WITH "FREEZE FRAME" CAN BE RELOADED INDEPENDENTLY OF THE CARTRIDGE

ONLY £39.95

Owners of earlier versions can return them and upgrade for £14.95

SERIOUS WARNING: THIS IS AN EXTREMELY POWERFUL PRODUCT AND IS STRICTLY FOR PERSONAL USE. DON'T COMPARE IT WITH ANY OTHER PRODUCT, NOTHING ELSE OFFERS THE POWER OF "FREEZE FRAME".

SELECTED PRODUCTS

STAR NL10C. The best Commodore ready printer, full range of print styles, friction/tractor feed and interchangeable interface cartridges. If you change your computer just get a new interface. **ONLY £259.00**

1541C DRIVE. The latest version of the 1541, better drive mechanism and new colour. **ONLY £189.95**

DISC NOTCHER. Double the capacity of your discs with this handy gadget. Cut second write protect notch accurately and easily. **ONLY £6.95**

AZIMATE 3000. Handy package allows you to easily check and realign the tape head of your CBM data recorder. Includes screwdriver. **ONLY £6.95**

MOTHERBOARD. 4 slot with either all upright sockets or 3 upright and 1 through socket to suit modem, please specify. **ONLY £28.00**

POWER PACK. High quality replacement power pack for CBM 64. **ONLY £24.95**

XETEC SUPERGRAPHIX. The best Centronics printer interface for your 64/128. Large buffer, downloadable fonts, etc. **ONLY £69.00**

NEOS MOUSE. The best mouse for the 64/128 with "CHEESE" graphics software on tape and disc. **ONLY £42.95**

DATA RECORDER. CBM compatible, same performance as the C2N/1531 but cheaper and includes a pause button. **ONLY £29.95**

3M DISKETTES
Top quality at low prices, per box of ten:

Cardboard pack		Plastic pack	
SS/DD	£11.95	SS/DD	£12.95
DS/DD	£13.95	DS/DD	£14.95

Disc-Disector

DISC DISECTOR V5.0

Now the **FIFTH generation** of the countries **leading** disc back-up/utility package is available. This latest version includes **many more "PARAMETERS"** to handle the latest highly protected discs. This includes the latest **American and English software.** Be warned if you want to back up software by Ocean, Gremlin, Hewson, Domark and even U.S. Gold, whose protection schemes are NOT always the same as the American versions, then you **MUST have "D.D.".** At press date, **we are sure NO other advertised product will handle all these, be it American or German.**

INCLUDES THE FOLLOWING

"EVESHAM 3 MINUTE NIBBLER" is the **latest version** of the infamous "Evesham Nibbler" now boasting **even more power and speed. Copies highly protected discs in 3–4 minutes. Handles the latest types of disc protection completely automatically.** This often involves the use of the **"PARAMETERS"**, these add the vital secret code that the highly protected programs check for. (This is the important difference that makes this the best.) At the time of going to press this program copied **virtually all the English and American programs available for testing,** including the latest in games and business software.

"DUAL DRIVE NIBBLER" allows the use of two drives to make **even faster back ups.** Incorporates device number change software so no hardware mods necessary.

"EVESHAM 8 MINUTE NIBBLER" still very powerful and has been improved. Copies a few that the three minute version won't.

Many, many other useful utilities are included on the disc, including: **SELECTIVE MENU MAKER, FAST FORMAT, FAST FILE COPY, NOVATRANS, DISK ORDERLY, DISCMON+, UNSCRATCH, ETC., ETC.**

The whole package is menu driven and has its own fast boot system built in for your convenience. Pays for itself the first day you receive it.

ONLY £29.95

Customers with earlier versions may return them along with a payment of £9.95 to receive V5.0.
Most routines are CBM 128 and 1570/71 compatible in '64 mode.

STOP PRESS!!

Many software houses are now using "Anti-Freeze" in their software. This renders ordinary back-up cartridges useless. We are now shipping "Freeze Frame Mk. 3B" which will deal with these programs. As far as we know other competitive devices will NOT. Most new software will be using this so don't forget if you want results you must buy "Freeze Frame".

Owners of Mk. 3 wanting Mk. 3B can upgrade for £5.00.

DOUBLER

The tape back up "device"

Doubler has been an **enormous success** and continues to sell very well. Why? Because it is the **best product of its type** on the market. Doubler uses a unique method that copies **all types of software** regardless of speed. It consists of **hardware and software**. The software is the key part as unlike other products of its type Doubler creates a **brand new machine copy**. It is very easy to use and very successful. In fact our tests **have proved** that this "device" can achieve **100% success**. Requires access to two data recorders.

ONLY £12.95

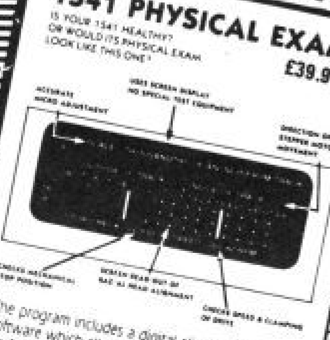
Why settle for less—this is the best.

ALIGNMENT PROBLEMS?

1541 PHYSICAL EXAM

IS YOUR 1541 HEALTHY? OR WOULD ITS PHYSICAL EXAM LOOK LIKE THIS ONE?

£39.95



The program includes a digital alignment disc and software which allows you to **accurately check and correct** disc drive alignment. The instruction booklet is **very detailed**. Also includes quiet drive stops to **stop** that "hammering" thus preventing further problems.

ONLY £39.95

QUIET DRIVE STOPS

This package incorporates new drive stops for **two 1541s** that will **end for good** the dreaded "woodpecker". The fitting process is very easy and a test program is provided to check the fitment. Helps prevent future alignment problems and makes your drive purr with satisfaction.

ONLY £4.95

ORDERING INFORMATION

ALL GOODS SUBJECT TO AVAILABILITY E&OE

ALL PRICES ARE INCLUSIVE OF VAT AND DELIVERY WITHIN U.K. OR EUROPE. ORDERS OUTSIDE EUROPE ADD £2.00 FOR AIRMAIL. PAYMENT IN STERLING ONLY PLEASE. PLEASE SEND CHEQUE, POSTAL ORDER, OR CREDIT CARD DETAILS. ACCESS/VISA ORDERS ACCEPTED BY TELEPHONE. WHENEVER POSSIBLE GOODS SENT WORKING DAY AFTER RECEIPT. CALLERS WELCOME.

EVESHAM MICROS, BRIDGE STREET, EVESHAM, WORCS. WR11 4SF
TELEPHONE (0386) 41989

or call at:
MICRO CENTRE, 1756 PERSHORE ROAD, COTTERIDGE, BIRMINGHAM B30 3BH.
TEL: 021 458 4564
TELEX 333294 EMICRO G

INTO THE VALLEY



This is Alph. The other is Ralph. One of them is telling porkies.



Solve the mini-adventure and then enter the labyrinth.

LABYRINTH

Activision
GrA
Commodore 64/128
Price: £7.95/cass

by Keith Campbell

Labyrinth is based on the film starring David Bowie. Games based on film titles I can take or leave — so often a license is a guarantee of sales, not necessarily of quality. But here is a superb game, and although it is not quite 100% adventure, I am prepared to accept it as such, just to have an excuse to play it!

A mini-adventure sets the scene, in which there are fairly limited choices. Making the right ones gains you a few useful objects, and you end up watching the film. This takes the form of game instructions issued as a series of word-bubbles, screened with music, from the digitised and cleverly animated face of the star.

Text input is limited to two words, selectable from two scrollable lists by the cursor control keys. This is a rather tedious process for true adventurers.

Soon you are confronted with a red castle door, complete with eyes and mouth, set into a massive grey stone wall. Slowly, the door creaks open, leaving an inviting entrance into the darkness beyond. 'You' are shown in cartoon form, and here the joystick comes into play, moving the player to left and right, forward and backward. The scrolling background, and character animation, is beautifully smooth.

Inevitably, before long you decide to enter the doorway, and with a gulping sound, the door closes behind you . . .

You are at the brick wall, a seemingly endless wall. The corridor in front contains a number of objects, and a creature. Below the picture is a narrow strip showing a plan view of your position relative to the other characters and objects in your vicinity, but more of it than is visible in the picture. You can therefore see when there is something up ahead of you well before you get there.

Below this, again, are the two word columns, for selection of commands by the arrow keys.

Escape from the brick wall is, eventually, a lot easier than at first it seems, once you realise that the markings are not all brickwork!

Next follows a series of short corridors with about half a dozen doors in them, some open, some closed. By using the text input mode, it is possible to open the closed ones, and then to enter one using the joystick. However, there are a variety of objects and creatures to help you, and to hinder!

There are vending machines scattered around, but they don't seem very reliable, though sometimes producing merchandise with promise. A rather troublesome creature patrols the corridors, causing havoc if he gets near you by opening up an invisible trapdoor beneath your feet, and casting you into an oubliette, from which — if you are destitute or non-astute — there is no escape!

The aim is to reach the centre of the labyrinth, for there are problematical encounters too, as with Alph and Ralph for example. Alph and Ralph guard two doors. Alph will tell you that one leads to the centre — the other to certain death. Ralph will not comment until all the doors in the labyrinth have been opened!

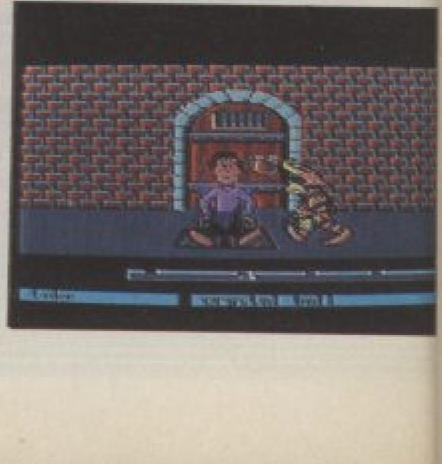
Aaargh! I'm falling down an endless tunnel! Well, not quite endless perhaps. Suffice to say, I was trapped in the labyrinth forever!

Great fun, and highly addictive.



Nothing like a bit of encouragement is there?

Graphics	★★★★★
Playability	★★★★★
Puzzleability	★★★★
Overall	★★★★★



Fall down the trapdoor and you're in for a (long) spell in the pit.





Why has this man been squirted with ketchup?

DRACULA

CRL
GrA
Commodore 64/128
Price: £7.95/cass



You'll get more shivers from watching Pinocchio.

This serious adaption of a Dracula novel of the last century, written by Bram Stoker, comes from Rod Pike the author of *Pilgrim*. Rod assures me that the book makes heavy reading, and is not an essential read to complete the game. In fact it is out of print, and should you wish to read it, the public library is probably your best bet.

But the Victorian air of horror is conveyed well in the game, without being heavy going. This is a game with screenfuls of atmospheric text, plenty of things to keep you guessing, but very few locations and objects. There is not much carting and carrying objects from place to place, but a lot to do, and a lot to get right, in a small space!

Dracula is in three parts. The first is entitled ***The First Night***, and concerns your arrival at the Hotel Krone for an overnight stop. A young solicitor, you are en route to visit your client, Count Dracula, on whose behalf you have purchased a house in England. The night does not pass pleasantly, despite your being very tired. Perhaps you should have selected more carefully from the menu . . .? If ghoulies and ghosties don't strike in the night, next morning you could be on a coach heading into the mountains — at breakneck speed!



Get on board the coach for the second part.



Next comes ***The Arrival***. A mysterious old woman is your travelling companion aboard a coach which eventually arrives at a rendezvous with the coachman of Count Dracula, for the final leg of your journey. A somewhat brutish man, he conveys you to your destination, from where you soon begin to suspect you may never escape alive . . .

In Part 3, ***The Hunt***, you play the part of a different character, Dr Seward, proprietor of an asylum for the insane, in England. A bit forgetful, you wander down into the local village, not at all sure why you wanted to go there. There is something on your mind . . . As a relief from the building tension, you could discover the contents of page 3 of the newspaper of the day!

Although this is a quilled adventure, the graphics are not drawn with the Illustrator, Dracula has digitised graphics created in-house at CRL. Digitised graphics means that the pictures are not cartoon-type drawings, but more photographic in style and detail. They pop up at moments of high drama, to horrify you, accompanied by suitably chilling music.

My only criticisms of the game would be the use of arbitrary combinations of different actions that makes one problem rather tedious and a bit illogical; and its tendency to leave you where you are without a nudge now and again, if you fail to hit upon the expected action. Vocab is no problem here, it is the solution itself.

Having said that, if you enjoy a cracking good horror story, with plenty of chilling descriptive passages, this is for you! By the way, Dracula has been issued a '15 certificate' by the British Board of Film Classification.

Graphics	★★★★
Playability	★★★
Puzzleability	★★★★
Overall	★★★★

INTO THE VALLEY

MURDER off MIAMI

INTO THE VALLEY COMPETITION

Murder off Miami takes you back to 1936.

A wealthy British financier of the soap industry, Bolitho Blane, commits suicide during a cruise off the coast of Miami. But did he?

This classic whodunnit was written by Dennis Wheatley and has been turned into an adventure by Messers Fergus McNeill and Jason Somerville.

You play the part of Kettering, of the Miami Police Department. You must find out what really happened by searching the luxury yacht and questioning the colourful characters on board.

The owner of the yacht is the powerful Carlton Rocksavage whose beautiful daughter Ferrari is also on board. Dapper Count Luigi Posodini is the handsome representative of the Italian aristocracy.

From the church we have the Bishop of Bude – it couldn't have been him surely.

The inscrutable Japanese tycoon – Inosuke Hayashi – is probably more likely. Surely the ultra-respectable Hon. R Jocelyn and his wife Pamela couldn't be involved in anything untoward.

Lady Welter is probably too old to have murdered someone and pushed his body through a cabin port hole. Nicholas Stoddart on the other hand would be young and fit enough.

CRL are sponsoring a competition to find out who is the best super-sleuth amongst CU's readers.





Lady Welter.

Carlton Rocksavage.



The prize is a day at an adventure centre.

The CU adventure day is a whodunnit – in the same vein as Murder off Miami.

You will be pleased to know it takes place on dry land, though. London to be precise in a hotel where a murder has been commited.

You are the private tech who is going to build a reputation by out-witting the police and delivering the murderer – first.

Suspects have to be cross questioned, clues studied and the hotel thoroughly explored.

Just to help you out we are also sending along one of our Valley reviewers to lend an expert adventure opinion.

Ten runners up will receive a copy of Murder off Miami by CRL.

How to Win.

Answer the following questions about well known detectives from the film and TV world and tell us in not more than a hundred words which one would make a good adventure and why. You may choose any detective you like. *(Except Juliet Bravo. I hate her. Ed).*

(1) What was the name of the detective in the French Connection I and II?

(2) Who is TV's scruffiest detective?

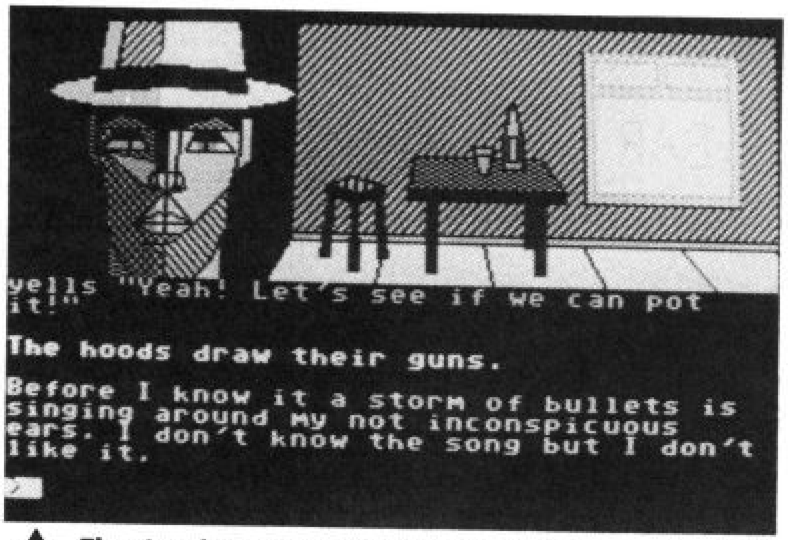
(3) Which tough, bald headed detective made famous the phrase "Who loves ya baby"?

Entries should be sent to Commodore User, Miami Compo, Priory Court, 30-32 Farringdon London, EC1R 3AU. To reach us no later than Jan 26th.

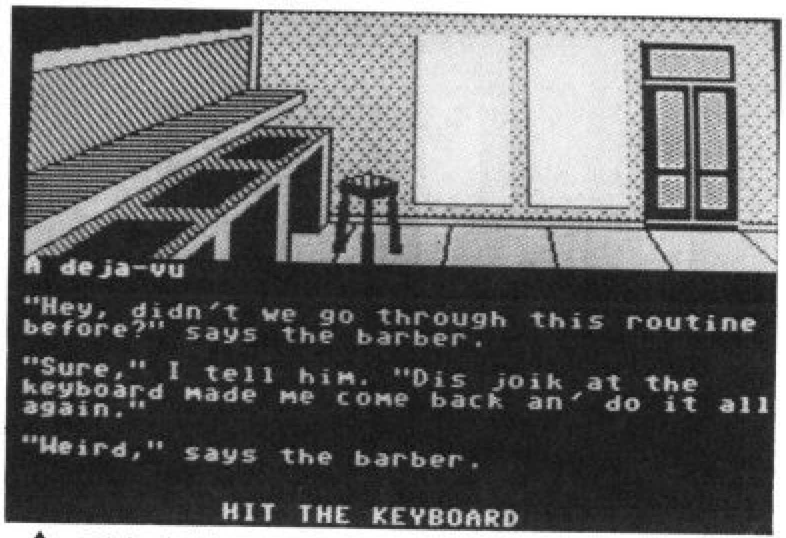


Pamela Jocelyn.

COMPETITION



▲ That's what you get for not paying your bar bill.



▲ Visit the barber shop twice and the game starts insulting you.

BUGSY

CRL/St. Bride's GrA Commodore 64/128 Price: £7.95/cass

INTO THE VALLEY

Now listen, yous joiks. Busgy Maroon's in town, and if it occois ta ya ta croak him yous don't gotta chance!

Bugsy is a gangster game set in the violent Chicago of the 1920's. His objective is to become the boss of all organised crime, and to achieve it, his helper, who guides him through the medium of a computer keyboard, will have to have a pretty mean streak. Putting the frighteners on defenceless kids, and spraying anyone who gets in his way with bullets, are all in a day's work. And he won't have to mind the sight of blood, either.

Well I never! Those two gentle ladies from St. Bride's School have certainly come a long way from hockey sticks and midnight feasts in the dorm! Whatever next?!

The only concession to the gentler nature of the adventuring fraternity, is that the gangster in question is a little blue rabbit. But what a rabbit! With a few quick blows Bugsy Maroon is able to fell the most feared hoods in town! Nothing short of myxamatosis is likely to stand in his way, if he plays his cards right!

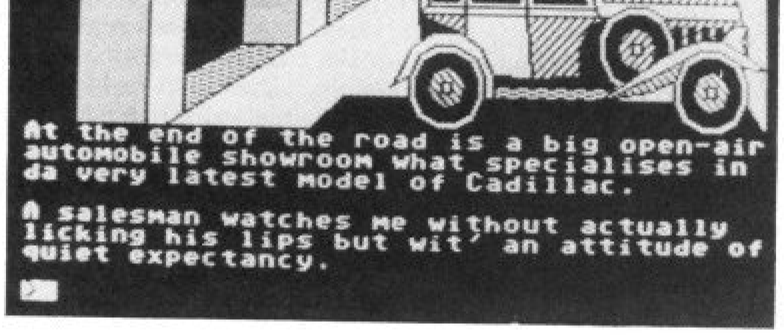
The story opens with Bugsy collapsing in a pool of blood right in front of Trixie Trinian — he's failed in his mission. Trixie soon gets you with the computer, to guide Bugsy on the road to success, by typing instructions on your keyboard. If you get it wrong, you'll be blamed for Bugsy's demise — and quite often are! A Hollywood touch is added, by the suggestion throughout the game, that this is all a big film set — everything is sepia in colour.

You'll find fertile ground indeed for the aspiring criminal intent on snatching cash. Quite apart from the bank, there's a Post Office, a Pawn shop, a gunsmith's, a railway station, and a warehouse packed with one-armed bandits. Trouble is, the one-armed bandits are guarded by two-armed bandits — so you may need to hire a few of the dubious characters eager to offer their services once you have shown that despite your big ears, whiskers, and strange colour, you intend to be the boss.

Bugsy is a Quilled adventure in two parts. To move on to part 2 you must succeed in the most lucrative crime in part 1. Your score is measured in banknotes. Progress is slow at first, and it is necessary to read the text carefully to acquire the first essential item on any gangsters shopping list. It's not in the object list, but appears in a message. If you miss it, you'll find your attempts at crime futile, for it's up to you to raise money by any foul means you can. You'll need to plough it back into staff and equipment to pull off the main crime in part 1. In other words, hire a gang and get a shooter!

To do this, you'll have to think through the strategy quite carefully, for it soon becomes apparent that there are important alternatives available in spending your ill-gotten gains!

▼ Part two: you've hit the big time. Better buy a Cadillac.



Part 2 takes you into the big time, and soon you will ditch the hotel that, albeit dingy, seems quite comfortable. Your rival, Spike O'Donnell, is better situated, and style says a lot! Now, instead of measuring your success in terms of cash, your position in the Public Enemy charts is all important, and it's that No. 1 spot that you are after!

Input, despite the Quill limitations, is well handled. To talk to a character, type TALK TO (character) and usually you will be put into a special conversation mode which offers single-key choices such as GREET, BRIBE, PROTECT. But the valid vocabulary is rather limited, and "Ya just stretched my vocabulary ta bustin' point" in reply to HELP, is not particularly funny.

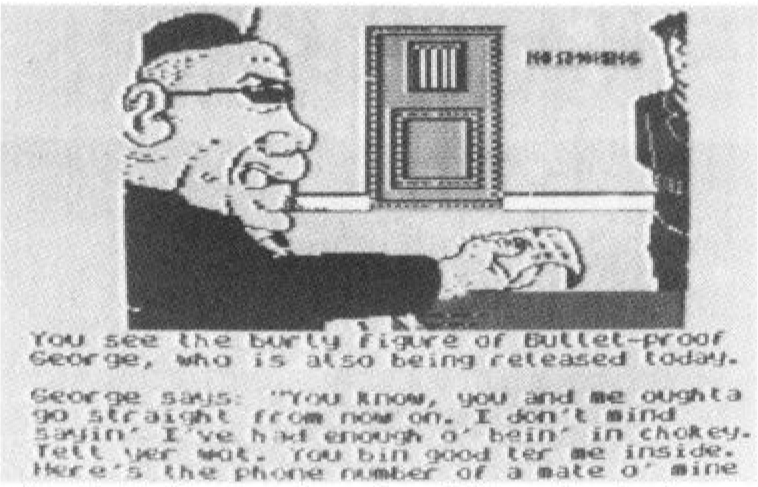
But there are plenty of humorous responses that do warrant a laugh, even when you choose an approach that is irrelevant to the plot, and this keeps you entertained whilst you struggle to become TOP RABBIT.

There are graphics, and each location of the same type, has a very similar picture. They do help you recognise where you are, although if you are typing your way back in for the Nth time, they are best turned off with the TEXT command, after which, response is almost instant.

The feature which truly makes this game very playable, is the RAM SAVE option, which allows you to undertake risky crimes with a quick recovery if unsuccessful. But ya gotta rememba ta use it, dumbo! Yeah, and dat's anudder ting. Make sure you speak da right lingo, or you don't gotta chance!

Graphics	★★★
Playability	★★★★
Puzzleability	★★★★
Overall	★★★★

INTO THE VALLEY



Lucky George, he gets out the pokey today (Spectrum screenshot)

DODGY GEEZERS

Melbourne House
GrA
Commodore 64
Price: £8.95/cass

Wot a day, though! I'm well cheesed off. Straight out of chokey, and I come across this nice little caper being organised by that Sicilian mob — you know, spaghetti from Long Ditton, and all that. Well, I can't help being a nosey sod, can I John?

I run into my old mate Tweedle up the dogs, and over a pint in 'is drinker, (I thought the bleeder 'd never show) 'e let slip abaht a certain delivery job. Funny enough, we bumped into each other again a bit later, over this crate of nails.

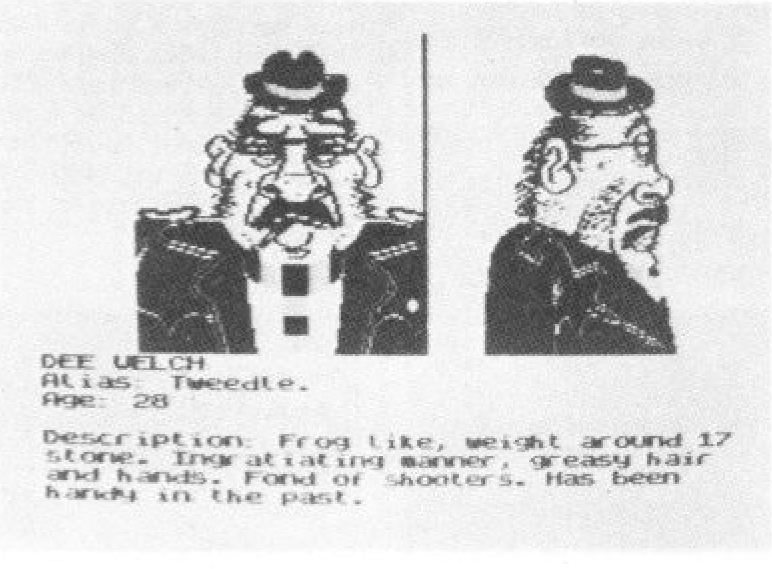
Great minds think alike, wot? So we got together a few of the lads, and it was all going like bleedin' clockwork, till this geezer in the shoes comes up from behind, and I'm being bundled into this car. 'Fore long they're slipping a couple of daisies on me plates. P'raps we're going up the building site, for a chat with old Bullet-proof, I thinks.

But p'raps not. It soon looks like our nice little earner will have to be put off for a bit. Forever, more like. Unless that's floating concrete they're working into me brand new footwear.

Course, if only I could live today over again, I'd do things much more cagey. I'd have that lot sussed by now, for sure. Wassat John? I can? This computer thing ain't real, you mean? Blimey! Stick me back in the nick again, and off we go. Awright?!



Would you buy a snakeskin tie from these blokes?



You'll meet Tweedle early on in the game — worse luck (Spectrum screenshot)

Dodgy Geezers was written by Lever and Jones, the comedy duo who brought us Hampstead and Termolinos. I prefer it to both of those, it's their best so far. It's full of Cockney humour, and so realistic, you can imagine it as one of those better black and white second feature films (those were the days, remember?) full of small-time East End crooks. It's also quite a difficult adventure.

After doing a stretch in jail for your part in the Long Ditton Spaghetti Caper, you are thrown into the East End of London, among some very unsavoury characters.

To start with, there seems to be nothing much around. You'll bump into Tweedle and Cracker, and probably not a lot will happen. But there are things going on, and if you keep a sharp lookout, and if you're in the right places at the right times, you'll learn a lot. By replaying the game in different ways a few times, the germ of an idea will come to you, and soon you will have a group of the lads around you, and a profitable little job lined up.

The graphics are not location driven. Examine the characters, and you'll get their police record — a full face and profile view, followed by a list of convictions. A right ugly bunch they are too! Other pictures appear when certain events occur.

The text is in the vernacular, and the spelling is as spoken. There's bits of rhyming slang, too, which adds to the realism of the dialogue; the responses to invalid or unrecognised actions, 'Not likely!' and 'Wassat?' respectively, could have been a bit more helpful, though.

The game was developed with the Quill, but the production version was re-programmed from this prototype, and has the advantage of having a tailor-made display format, to suit the needs of the plot.

Even so, the game comes in two parts. Don't ask me about the second part — I'm still trying to stop the lunatic Cracker from blowing us all up with his jelly! Strewth! If he does it once more, I'm off up the Frog and Peach to get Brahmsed.

Graphics	★★★
Playability	★★★
Puzzleability	★★★★
Overall	★★★★

NEWS

★ **Incentive Software** have announced the new Medallion label, under which they will publish suitable adventures submitted to them, written using their GAC. Already two titles are lined up.

Legend Of Apache Gold has been written by Peter Torrance of *Subsunk* and *Seabase Delta* fame, and is a western with a special 'eternal life' feature.

The second game to be announced, is *Winter Wonderland*, set in the Himalayas. Here, the player will set out to find a lost civilisation, but before long, his objective will be completely different!

Both games will be priced at £7.95.

★ **Following some months** evaluating two computers, Level 9 have decided to move away from the BBC micro as a development system. The Amiga was considered, but turned down in favour of the Atari ST as their base machine.

After some years with the versatile BBC at the hub of their operations, one bonus will be a saving in compilation time. On the BBC, this currently runs into several minutes for a typical Level 9 adventure. Using the ST will cut the time taken to mere seconds.

★ **Delta 4 have signed** a contract to produce a spoof adventure in conjunction with Level 9 — 'the best spoof ever' claim Level 9. Both parties are keeping extremely quiet about the title and subject of the planned game are not being revealed at present.

Due next Easter, the adventure will be published by Level 9, for their normal range of computers.

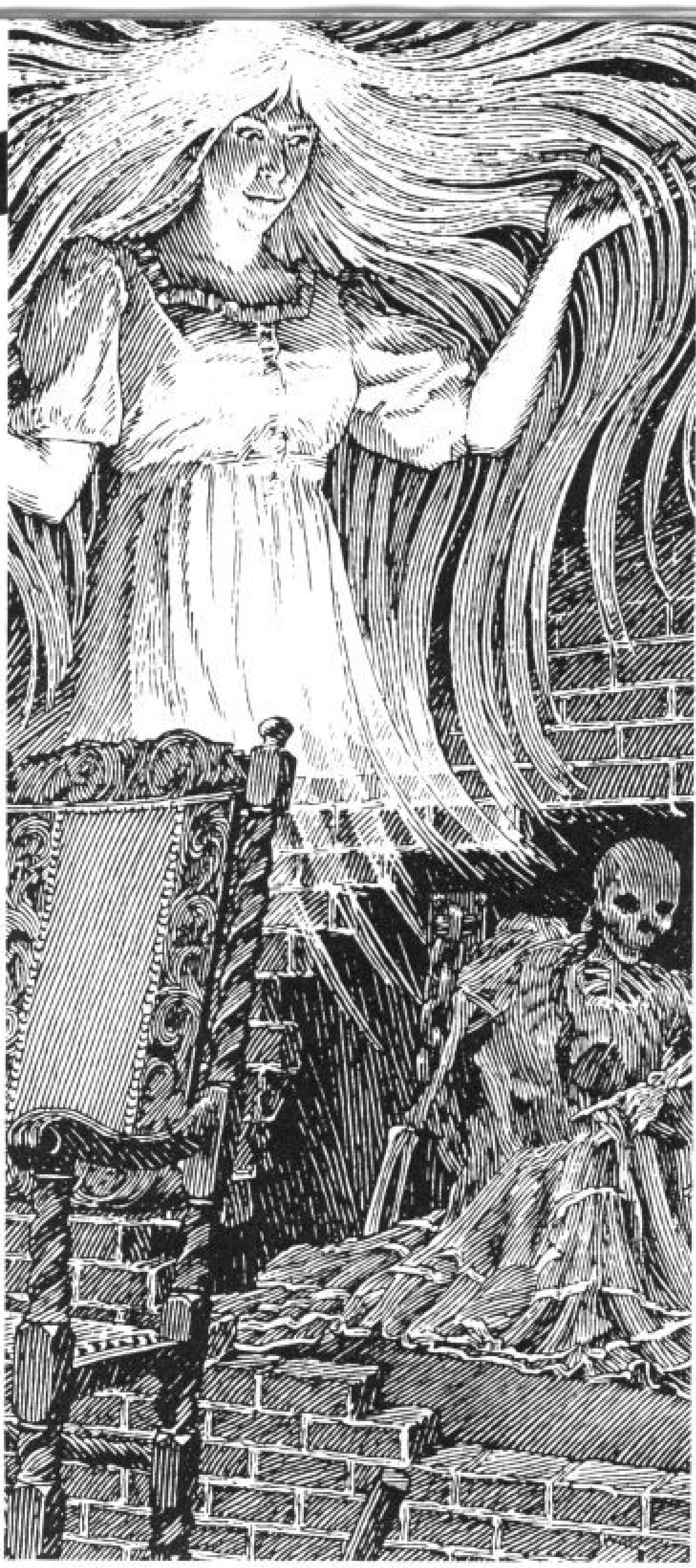
★ **Kayleth has an obsessional** craving for Chromazin, which is problematic since it's very rare and found only in small quantities on the planet Zyron. So nasty Kayleth enslaves the Zyronians to mine it for him. That's the scene for US Gold's latest 64 adventure, Kayleth.

But what is Kayleth? And can he/she/it be vanquished before your home planet is completely destroyed? Will the peaceful Zyronians ever get back to having a good time? All will be revealed next month.

★ **Moonmist is the latest adventure,** sorry, piece of interactive fiction from Infocom. True to form, those masters of the brainteaser have produced yet another piece of beautiful packaging. There's a gloriously illustrated manual with tales of ghostly happenings in Cornwall, there's a tourist brochure of Tresyllian Castle, a few letters — "I think someone is trying to kill me" — and an iron-on Moonmist T-shirt sticker.

Enough of the packaging, what's the story about? You are a famous young American detective who's received a letter from a friend living in the haunted Tresyllian castle in Cornwall. She needs your help. Why? Because the ghostly White Lady is haunting her. But there are a lot of questions to be answered. Where is the hidden treasure? Is the ghost really a ghost? Is someone else after the treasure?

There are four different ways of playing Moonmist, depending on which colour (red, blue, green, yellow) you choose at the beginning. Each version gives you a different set of clues and riddles. If you state whether you're male or female, some of the people you meet will treat you differently according to your sex. Sounds brilliant — full review coming up next month.



▲ **The White Lady of Tresillian Castle — one of the characters you will meet in Moonmist.**

VALLEY Rescue

ZZZZZ:
Examine the mansion and climb the vine!

ZORK II:
DO WHILE DRAGON ALIVE
FIGHT DRAGON WITH SWORD
MOVE
UNTIL DEAD

RETURN TO EDEN:
Stalk music controls the ants to trample the fence.

HEROES OF KARN:
The pirate must die at the hands of Khadim!

FANTASTIC FOUR:
The way out for Thing is DOWN!

NUCLEAR WARGAMES:
Read the key!

SPIDERMAN:
Feel in all directions.

INTO THE VALLEY

What is it that attracts people to adventure games? Perhaps it's a streak of masochism! Andrew Waterhouse of Porthcawl writes: "I have got to say that I am a useless adventurer who is always surrounded by infuriatingly hard puzzles. But I keep coming back."

Mysterio is behind most of Andrew's and many other adventurers' troubles! For some reason, everyone playing *Spiderman* wants to kill poor Mysterio, or at the very least, defeat him. But he is to be neither defeated nor killed. Mysterio is an illusionist, and impossible to grapple with — now you see him, now you don't!

"I know it's an old game, but all the more reason for some clues to be lying around somewhere," says R.P. Trueman of Western Australia. He talks of Thermonuclear Wargames, known in the UK as *Nuclear Wargames*. Not an easy adventure, as anyone who has played the Severn Software stablemate — *Mystery Of Munroe Manor* — might expect.

Our troubled wargamer is stuck in the sickbay. True, he can JUMP out and find himself in a corridor near the canteen, and although he doesn't feel this is logical, he can get some bread for a mouse, and thus obtain a key. From then on, he's stuck!

Looks to me as if the ability to JUMP from the sick bay is a bug; I suspect that a uniform from the wardrobe is what is needed. Anyone else any ideas?

If you have any problems, or can help with a clue or two, don't forget to write in to me, at The Valley, Commodore User, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Daniel Gilbert, Adrian Bott, Paul Coppins, and myself, will do our level best to help you!

CAMPBELL'S COMMENT

With the release of Incentive's Graphic Adventure Creator providing an alternative to the well-established Quill in the Adventure utility market, controversy rages over which is best. GAC has had rave reviews — and yet, those software houses writing popular commercial games using Quill have not seen fit to change over. Now why should that be?

First, let's talk about reviews. To fully test GAC or QUILL, would necessitate actually writing a full-sized adventure game. This is not a practical proposition for review purposes, unless the reviewer is prepared to live on about £50 for three months.

But does it matter? What an adventure creator sets out to do, first and foremost, is to make it easy for the user to write an adventure game without the need to understand programming. It's primary aim is not to achieve a game of Magnetic Scroll's proportions — although obviously, the higher the quality of the end program, the better.

So whether the Quill turns out a better finished adventure, and whether the GAC's 250-character-location capacity is a limitation, is beside the point. The reviewer is primarily concerned with ease of use, and there is no doubt in my mind, as an experienced computer professional, that GAC comes out top in this respect.

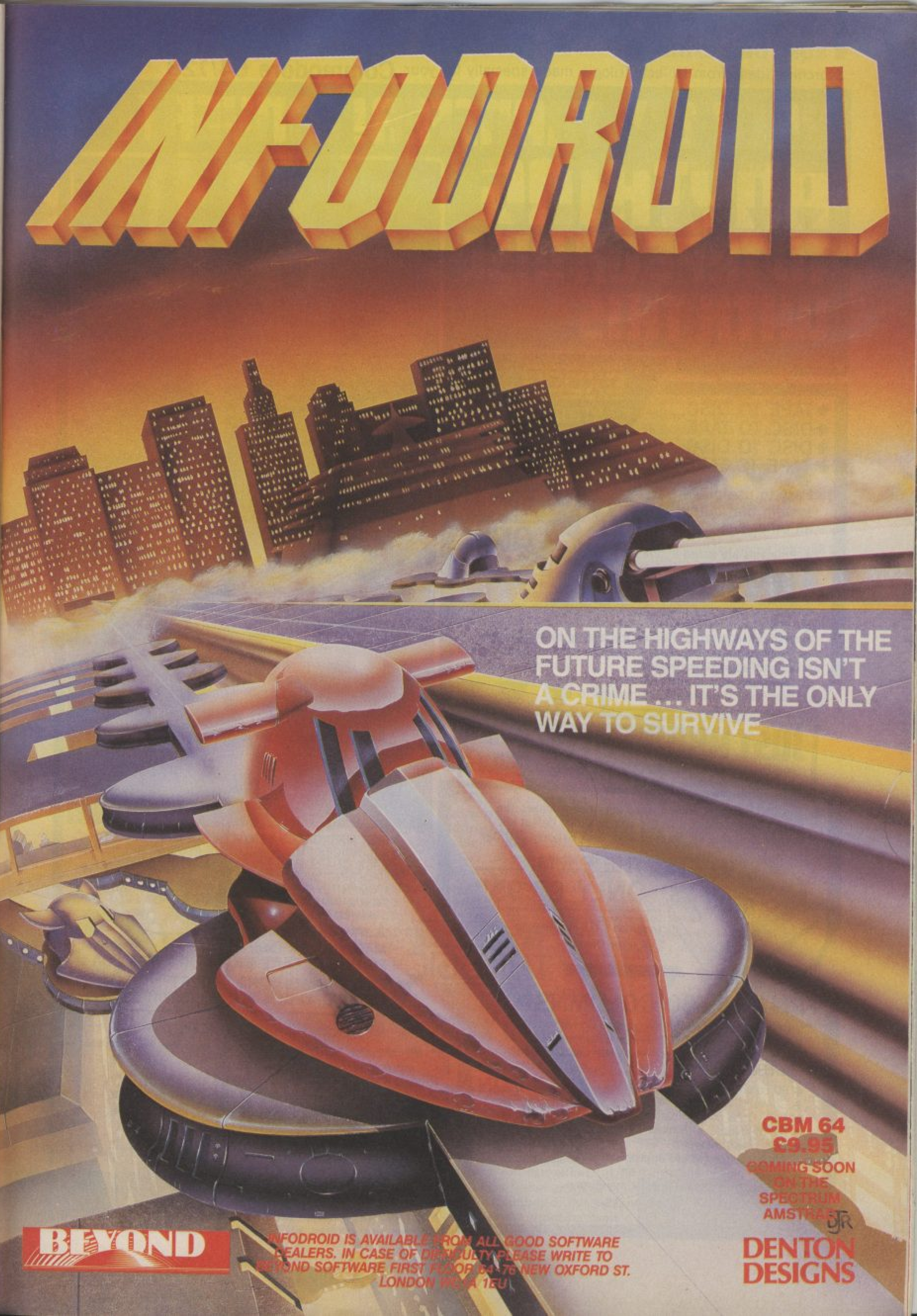
Now let's talk about commercial adventures. To turn out a top class, truly professional adventure, with individual style, requires professional programming. There is no getting away from that fact. The clever and experienced users of either GAC or Quill, can find ways round most of their restrictive features, and all credit to them. Hence the reluctance to change — ease of use is now no longer so important.

There is one restriction that can't be overcome with any tape-based creator. That is the overall memory available. The trouble is, the utility has to sit there in the computer, to accept the data being typed in — taking up its own share of memory. Whilst the professionals, such as Level 9, are using advanced programming techniques to squeeze more and more into memory, the user of a utility, to produce games of the now 'expected' size, has to resort to multi-part programs, such as those reviewed in the Valley this month.

Apart from the minor inconvenience of extra loading in mid-play, and the somewhat tiresome chore of having to save and reload data between parts, there is a more fundamental limitation — on the structure of the game itself. The adventure has to be designed around a linear plot. There can be no freedom for the player to go back to earlier locations and situations, once having moved on from a discrete part, without unacceptably frequent data transfers.

Some plots do lend themselves to this linear structure, and have seemed quite natural in play — notably *Mindshadow*. But for once, other software houses should take a leaf out of Melbourne House's book. *Terrormolinos* was developed on the Quill, but reprogrammed professionally — and the authors of the game, the first to admit to being no programmers, were delighted with the results.

Commercially available utilities should be for fun and for prototypes. Too many good ideas are being underdeveloped, by the constraints of Quill and GAC, for commercially released adventures. And too high a price ('full price') is often charged for them.


INFODROID
ON THE HIGHWAYS OF THE FUTURE SPEEDING ISN'T A CRIME ... IT'S THE ONLY WAY TO SURVIVE
CBM 64
£9.95
COMING SOON ON THE SPECTRUM AMSTRAD
BEYOND
INFODROID IS AVAILABLE FROM ALL GOOD SOFTWARE DEALERS. IN CASE OF DIFFICULTY PLEASE WRITE TO BEYOND SOFTWARE FIRST FLOOR 64-76 NEW OXFORD ST. LONDON WC1A 1EU
DENTON DESIGNS

Scorching ideas from Hi-Tech Trilogic made specially for your **Commodore 64/128**

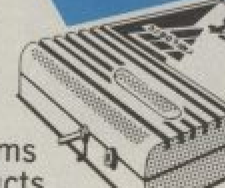
BACK-UP! TRANSFER! CONVERT!

ANYTHING TO TAPE OR DISC WITH THIS

the expert CARTRIDGE



- TAPE TO DISC
- DISC TO TAPE
- DISC TO DISC
- TAPE TO TAPE



Easy to use plug-in system that outperforms all other similar products.

ONLY £31.95

- Programs are saved in one file
- Freezes and saves programs to disk
- Now handles Multipart programs
- Programs compacted to reduce diskspace used
- You can save 3 or more programs per disk
- Reloads most programs in less than 30 secs
- The cartridge is not needed for loading back
- Cartridge uses RAM and disk-based software Instant upgrading. Only £2.
- Use the machine code monitor to cheat, gain extra lives or restart the program etc, etc

JUST ARRIVED!

The Expert cartridge with built-in ESM **£37·50!**



- The ONLY Expert add-on you'll ever need! Makes the Expert unstoppable with the games which defeat all others! Available separate or with your Expert Cartridge



THE E.S.M. ONLY £7.95!!

Includes **FREE** Up-grade Disc!

TRILOGIC

PLUG IN 80 COLUMNS

TRILOGIC have done the impossible! Converted RGB1 into RGB. Your RGB TV/monitor becomes a 128 compatible RGB1 monitor when you use an I-Con interface.

- 80 columns on your TV/monitor
- Converts RGB1 into RGB
- Fully C128 compatible
- All 16 colours with most TV's
- Audio lead included
- 40/80 switch (where appropriate)
- Simply plug-in and switch-on
- Available for most RGB TV/monitors

state TV model on order

THE I-CON ONLY £27.95!!

- FAST MAIL ORDER SERVICE ◆ PROMPT DESPATCH
- ALL PRICES FULLY INCLUSIVE PLUS 10 DAY MONEY BACK GUARANTEE ON ALL BACK-UP DEVICES

ORDERING: WRITE OR 'PHONE / PAYMENT BY CASH CHEQUES PAYABLE TO TRILOGIC / POSTAL ORDER OR ACCESS* EXPORT ADD £1.00 EXTRA
*PAYMENT IN STERLING ONLY PLEASE

Free catalogue · send 18p stamp

Access

MAIL ORDER Dept CU
29 HOLME LANE BRADFORD BD4 0QA
CALLERS 329 TONG STREET
BRADFORD BD4 9QY Tel (0274) 684289

All prices include VAT & P&P

Please send equipment as ordered

Name ....

Address ....

....

Complete this coupon with your name/address etc. and attach to your order and payment/cheque.

Post off to Trilogic. Dept CU 29 HOLME LANE BRADFORD BD4 0QA

Play to WiN

In response to bags of mail from readers requesting help in how to enter pokes, we've put together a simple question and answer guide for the confused or uninitiated.

How do I reset the computer?
The C16 and Plus/4 differ slightly from the 64 since the first two have a reset button on the right-hand side, whereas irritatingly the C64 has no built-in reset button at all. With the C16 and Plus/4 you can just press the reset button once.

With the 64 there is a reset function which involves connecting pin 3 to pin 1 on the User Port connector (see figure 1). This is only a momentary connection and is best done with a 'bell-push' type switch wired to a User-port connector such as those found on the many cartridge utilities on the market. Take care if you fiddle around at the back of the computer if you connect the wrong pins, so don't be tempted to poke about with a pair of pliers trying to touch the two contacts simultaneously. When using the 128 in 64 mode, the reset switch on the side will do the job for you but remember to keep that Commodore key depressed!

Once you've reset the computer the screen will indicate that it has gone to its power-up state but this is not quite true. What happens is that the BASIC pointers are reset, but any machine code program will still be in memory. After changing any memory locations with a POKE command you can then make the same start by using a SYS call that will be given with the hints.

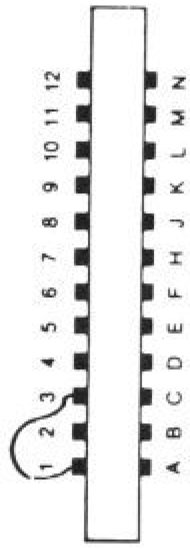


Fig. 1

When do I type them in?
All the hints involving POKEs etc must be typed in before you start playing the game, but after loading it in. Where there are multi-part games, the hints will normally tell you which parts to load in first and when to type the commands between parts. In most cases the games will autorun and you will have to reset the computer before you can type in the commands.

Can I use the POKEs if I am loading from disk rather than tape?
Assuming that you have backed up a game onto disk to decrease the loading time, it all rather depends on the loader. In most cases, if the game runs quite happily from disk then the POKEs should also work. You may find an occasional problem though with games that do not like the disk drive plugged in when they are run, but again this will be apparent whether you type in the POKEs or not. In certain cases where a game is available on both tape and disk, you may find slight changes between the two versions which would prevent some POKEs from working and may even have changed the start address. If this has happened then the SYS command will probably crash the computer.

What is the difference between a POKE and a SYS command?
A POKE allows you to change the value which is stored in an address in memory. For example, if address 11495 contains the value 6, then POKE 11495,185 will change the value of that address from 6 to 185. A SYS command however, is an instruction to the computer to jump to the address which follows the command and start executing a m/code program from that address. If a particular game starts its code at 4109, then SYS 4109 will start the program running. Therefore, all the POKEs must be completed *before* you type SYS . . . .

How do these POKEs work?
By changing the values stored in various memory locations you can either change the value of a preset variable (number of lives etc) or change the program itself. If address 12269 contains the value 3, giving you 3 lives in a game, then POKE 12269,20 would give you 20 lives. Many of the POKEs are not quite as straightforward as that, but the principle remains the same.

Some POKEs will alter the logic of the machine code program so that the code to check if there is a sprite collision will never be run, thus giving you immunity to collisions.

What are the 'M' commands in some C16 hints?
These involve going into the built-in monitor and making changes to the program or memory values that way, rather than using POKEs. The number following the M is the address to be altered (in Hex number format) and the values are in Hex format as well. If you know how to convert Hex to decimal then you can use POKEs instead, but with the monitor already built-in, why bother? To get into the monitor, just type MONITOR or M(SHIFTO). Once you are in the monitor type the M . . . command and you will see a block of addresses and their values. Just scroll up to the relevant value and overwrite it, then press RETURN. After resetting the memory locations, scroll to a free line and type X to return to BASIC before typing the SYS command.

Will POKEs given for the C16 also work on the Plus/4?
Since the C16 is a 'cut down' Plus/4, in effect, all the hints for the smaller computer will work quite happily on the larger one. Equally, the hints will still work with any C16s that have had a memory expansion board fitted internally.

Play to WiN

64 POKES

Here's your regular set of pokes to get you through this month's toughest games. There's also a few from games we've recommened in the supplement. Also apologies for the Alleykat poke last month which had a byte missing, we'll put that right just as soon as we can.

INTERNATIONAL KARATE

Here's four little cheats.
1. Hold down keys ADZM to change the backgrounds.
2. Hold down SE and the two men turn and speak to you.
3. Hold down X and a number from 1-4 to change the speed of the game.
1 = fastest, 4 = slowest. (Way of Fist speed.)
4. If you have a friend playing with you put it on one player and get him to keep pressing SE and you do flying kicks all the time and the computers turns and looks at you and "SMACK" he's out for the count.
Sean Plummer,
Kirkrudbrightshire,
Scotland.

DRUID

To obtain highest possible rating (i.e. light master) stand in the corner of the box room horizontal to the skull. If you wait long enough your rating will go up to full (light master). Now destroy the skull and at the end of the game your rating will be light master.
Ian Platts,
Sheffield 11 7LD

DRUID

RESET machine first then
POKE 34068, 173 (Water)
POKE 35793, 173 (Enemies)
Sys 5120

YIE AR KUNG FU II

Here's a few POKES that will drastically slow your opponents down.

Load the game normally. When the turbo lines appear, stop the tape. Then reset the computer and type.
POKE 16630,238: POKE 16631,141: POKE 16632,162: POKE 16633,20: POKE 16634,141: POKE 16635,175: POKE 16636,16.

Rewind the tape a fraction. Then type 'SYS 16384' and start the tape.
Ben Wood,
Worthing.

TRAPDOOR

Load the game and then reset and then reset the computer and type in the following POKE,
POKE1, 49,14,96 (return)
SYS 14336 (return to start the game)
This will give you infinite time to complete all tasks and also stops the bonus from ticking down.
Andrew Grifo,
Walkden, nr. Manchester.

LITTLE COMPUTER PEOPLE (LCP)

Fancy a new LCP? With a disk monitor it is possible to change the little nuisance as follows:

The first number at Track 18, Sector 17 means:
1. LCP with a cap.
2. LCP with a half balded head.
3. Like 2, only with white hair.
4. LCP with sunglasses.
5. Like 4, only with white hair.
6. LCP with beard.
7. Like 6, only with white hair.
8. Normal look.
9. Like 8, only with white hair.

After you changed the number, load the game normally.
Tom Kolbach,
Roeser, Luxembourg.

TRAILBLAZER

Here's another poke for the game. This one will alter the amount of time for each track on the arcade game.

Load the game and do a full reset.
For player one.
POKE 31596,234
POKE 31597,169
POKE 31590, X1
(X1 = time for player one)
For player two.
POKE 31996,234
POKE 31997,169
POKE 31998, X2
(X2 = time for player two)
SYS 25728 to restart the game

The time can be anything from 0 to 255, but it could best be about 50, or else the game will be too easy or too difficult.
Hildo Biersma,
Breda, The Netherlands.

SHARK

For infinite lives
Reset the game
— POKE 8210,256
— SYS 8192.

INFILTRATOR

This poke allows you to get to any level in the game and doesn't involve a reset.

First put your Infiltrator cassette into the 'deck' and type in the listing.

```
0 FORI= 0 TO 19:
  READX: POKE 49152+I,
  X: NEXT
1 PRINCHR$(147)
2 INPUT "ENTER MISSION
  (1-3)";A
3 IFA(1ORA)3 THEN1
4 IFA=1THENA=0
5 IFA=3THENA=4
```

```
6 POKE 49166, A
7 SYS 63276: POKE 783,1:
  POKE 829,0: POKE
  830,64: POKE 831,0:
  POKE 832,72: SYS 62828.
8 POKE 16493,49: POKE
  16494,234: POKE
  16405,76, POKE 16406,0
  POKE 16407,192.
9 POKE 53265,11: FORI
  =679TO2000:POKEI,
  PEEK (15705+1): NEXT
10 DATA 169, 13, 141, 204,
  8, 169, 192, 141, 205, 8,
  76, 128, 8, 169, 4, 133, 8,
  76, 170, 14.
```

Now type in RUN (RETURN) and follow the on screen instructions.
Tim Fraser,
Ruislip, Middx.

BATALYX

Since both Martech and Jeff Minter's game appears in the Superstars supplement we though these pokes timely. Load the game and reset your computer and enter the following:
POKE 19567,234
POKE 19568,234
POKE 19569,234
To stop the time decreasing.
Now type:—
SYS 16384
To restart the game.

CRAZY COMETS

Load the game and reset your computer and enter the following:—
POKE 40362,234
POKE 40363,234
POKE 40364,234
For infinite lives.
SYS 24809: POKE 780,0:
SYS 24743
To hear the in-game music.
SYS 24882
To start the game.
Carlton Davis,
Surrey.

TRAILBLAZER

Here are the coees to get onto every level of Gremlin's incredible game. After a litre of Cola, a packet of cheddars and five hours I managed to force the game into displaying a load of garbage. The later codes were in riddle form, but didn't take too long to polish off, the first few were very easy. So get down to some ball (code) busting!

CODE:	WARP TO LEVEL
DARES	LEVEL 2
WAXED	LEVEL 3
RAZED	LEVEL 4
CARDS	LEVEL 5
CRAZE	LEVEL 6
WEARS	LEVEL 7
CARES	LEVEL 8
WEEDS	LEVEL 9
DAZED	LEVEL 10
ERASE	LEVEL 11
CRESS	LEVEL 12
WARES	LEVEL 13
CEASE	LEVEL 14
REARS	LEVEL 15
DREAD	LEVEL 16

Fikret Ciftci

MONTY ON THE RUN

Load game as normal, when the screen appears with the program name and novaload number, hold down RUN STOP/RESET. Now type 'X' (RETURN) to get into basic. ENTER this listing and run it.

```
 10 PRINT CHR$ (147)
 20 READ A
 30 IF A = -1 THEN
    GOTO 70
 40 READ B
 50 POKE A, B
 60 GOTO 20
 70 PRINT CHR$ (147)
 80 SYS 320
 90 DATA 407, 0, 408, 0
100 DATA 2022, 17, 2023, 5
110 DATA 2021, 18, 2024,
    33 -1
```

If all went wrong the game will have loaded but not run. You should be inside a screen window.

Type 'X' (RETURN) to get back into basic.

Type POKE 11731, 255: SYS 10256 (RETURN).

The game will now start and you will have 255 lives.
Mark Adams,
Wigan.

TRAILBLAZER

For infinite jumps type M2F87 and change 2F87 and 2F88 to EA.

To stop the timer running out type M2F64 and change the 04 to FF. To run type G24C0 and press return.
Phil May,
Kings Worthy, Hants.

C16 POKES

VIDEO MEANIES

For infinite lives press RUN/STOP and RESET then M29BC, change to EA and also change 29BD and 29BE to EA as well. Type G 1A18 to restart the game. Thanks again for a well though out mag. Keep it up.
Phil May,
Kings Worthy, Hants.

Or why not try these pokes
1. POKE 10403,234 stops movement of creatures.
2. POKE 7978,39 tops up your energy and fills the television screen when you push against a wall.
Note: POKE 2 only applies in rooms which don't have white walls.
SYS 6680 starts the game.
Rohan Mehra,
Surrey.

TERRA COGNITA

Load game and reset computer.
POKE 8242,255 — for 255 lives (will be reduced to 3 when you hit a Time Shift).
POKE 9698,255 — will produce a bug. Aliens leave squares every where, hit those for fuel.
SYS 8192 — START PROG.
Fikret Ciftci

BRIDGEHEAD

These alterations only work for the Plus/4 version of the Anco game.

For infinite lives type M205A change 205A and 205B to EA.
For infinite grenades type M2CB6 change 2CB6 and 2CB7 to EA.
To select any screen type M228E and change the 00 to any number between 0-7.

Also type M211A and change 00 to 1 this will also give you a 2 player game so this number shouldn't be any higher as the program will probably hang up.

To run type G2000 and press RETURN.

GHOSTS 'N GOBLINS

After you complete Level 1, load level 2 as usual. Once it is loaded hold down the RUN/STOP key and press RESET to get MONITOR. Stop cassette. Type X (return). Type RUN (RETURN). Then the message. PRESS PLAY ON TAPE. appears you then press the RUN/STOP key to start the game with approximately 255 lives.
William Ashton,
Birmingham.

THE BOSS

Here is a tip to give you extra money. (About £4,000,000) and start in Division 1. When game loads type

```
6 DI=1:CU=1:CA=
4000000:FORN=1TO16:
A$(N)="*":NEXT:FORN
=1TO3:SS$(N) = "*": NEXT
```

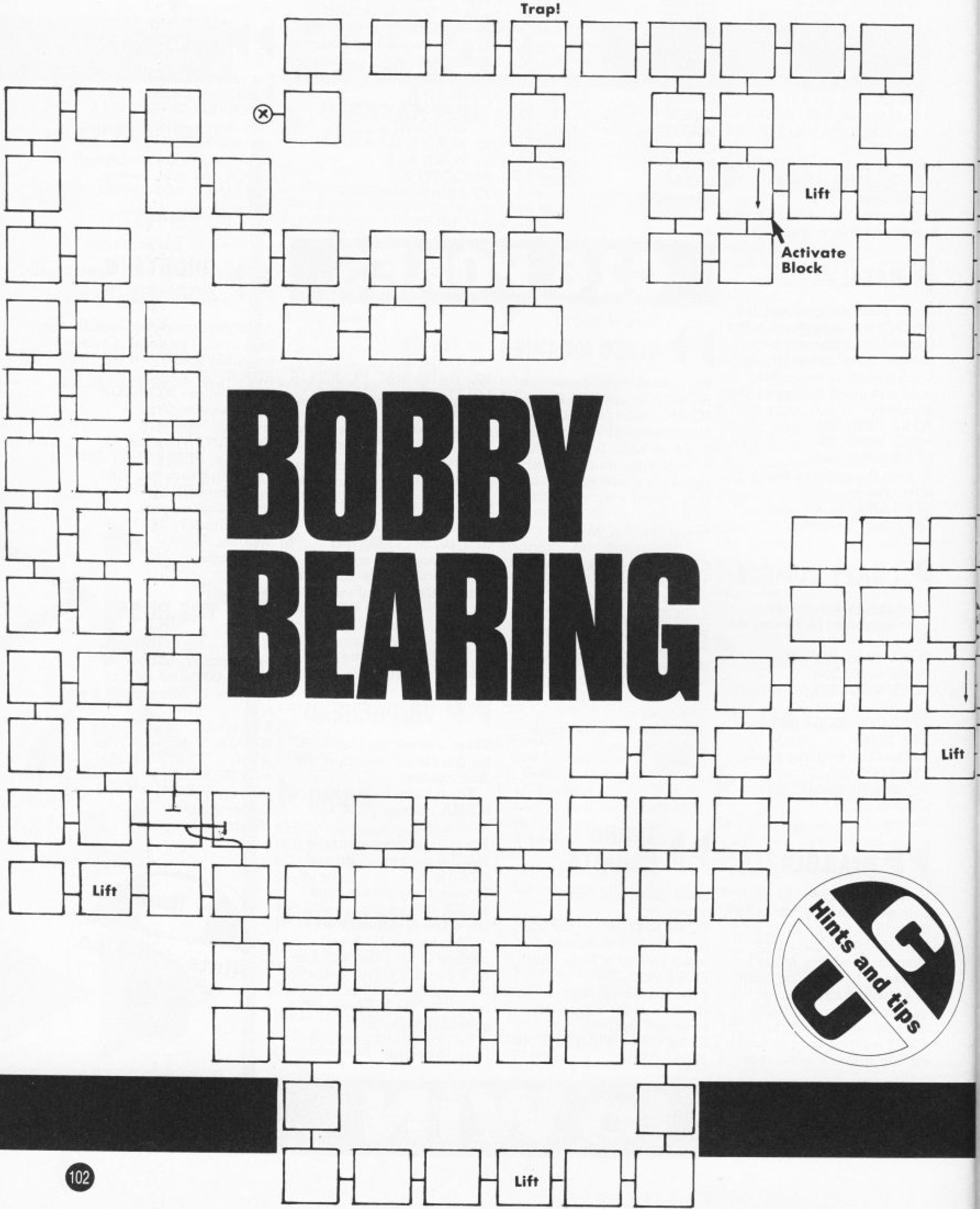
then type: RUN.
Jeffrey Huxter,
Halstead, Essex.

CU Hints and Tips

Play to WiN

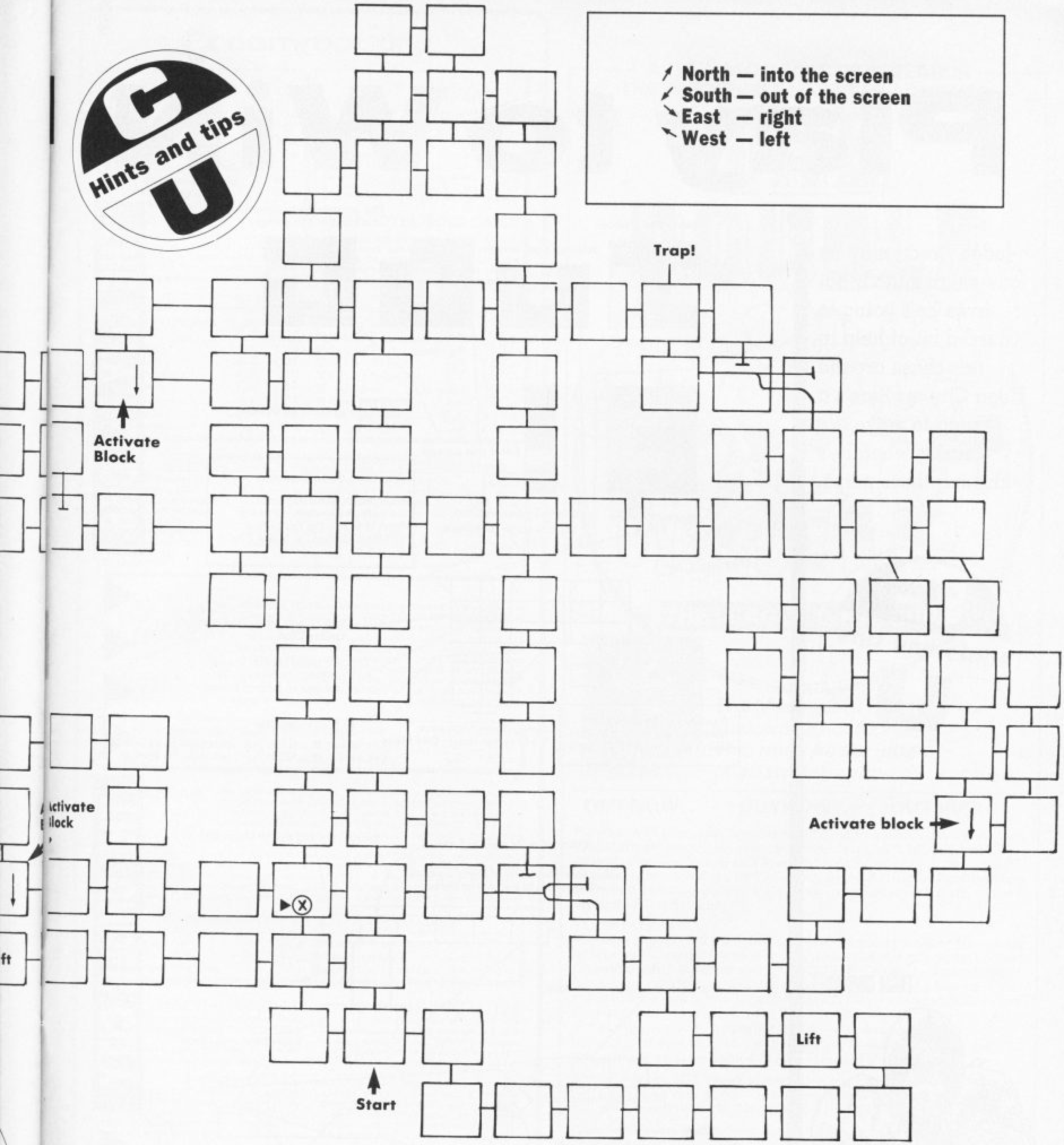
Send your pokes, tips, maps etc to: Play to Win, *Commodore User*, Priory Court, 30-32 Farringdon Lane EC1R 3AU.

Play to WiN



BOBBY BEARING

Hints and tips



Play to WiN

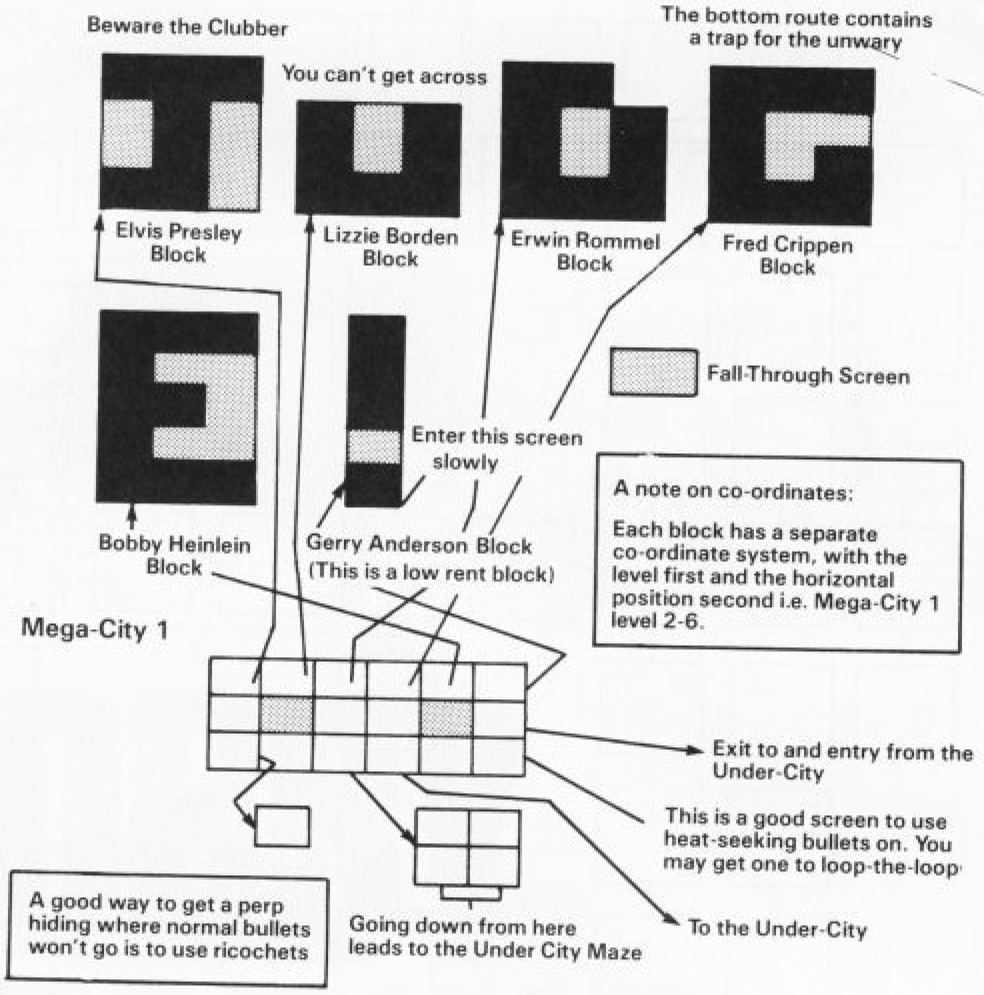
Send your pokes, tips, maps etc to Play to Win, *Commodore User*, Priory Court 30-32 Farringdon Lane EC1R 3AU

Play to WiN

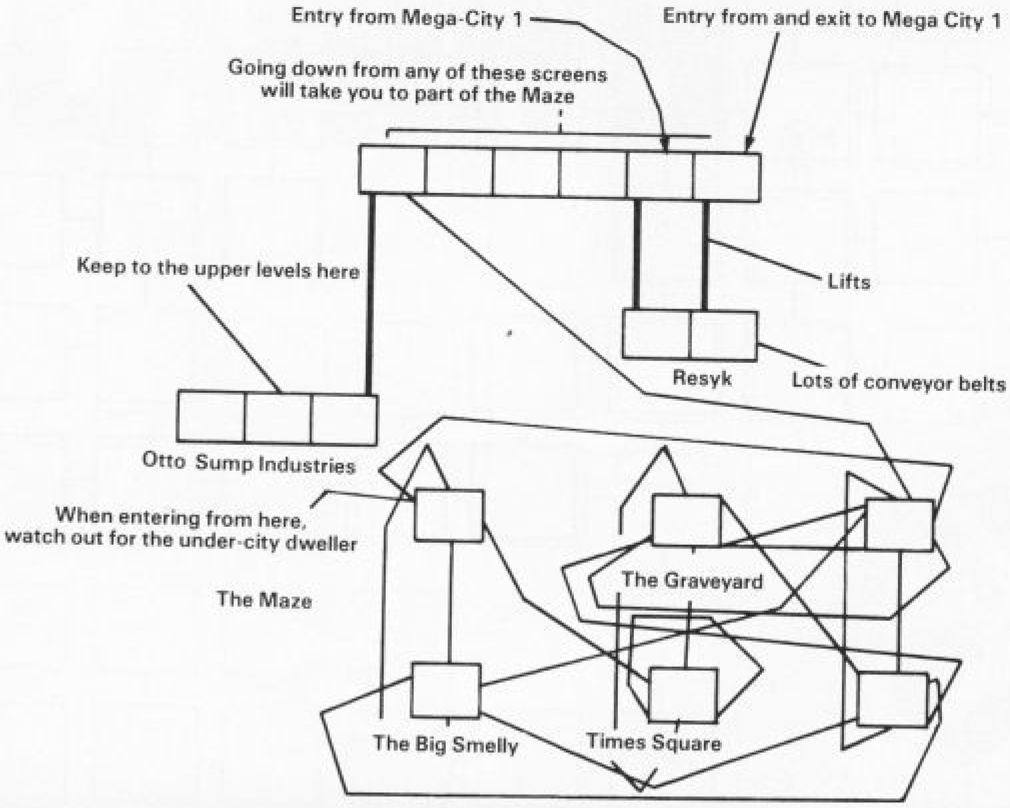
Judge Dredd may be one mean mutha, but even he's going to need a bit of help in this chase around Mega City, so here's a map to make life easier when he's chasing those perps.

CU Hints and tips

THE CITY BLOCKS



THE UNDER CITY



EAGLE COMICS ™



Play to WiN

commodore

128 64C

- Commodore 128D computer £499.95
- 128D + 1900M 40/80 monitor £579.95
- Commodore 1571 disk drive £259.95
- MPS 1000 fast NLQ printer £269.95
- NEW 64C computer £194.95
- NEW 1541C disk drive £194.95
- 64C Connoisseur Collection £244.95

1 year guarantee on Commodore products. Prices subject to availability. VAT included. Hardware delivery: please add £5 for 3-day delivery or £10 for our **overnight** service.

AMIGA £975+VAT!

A sensational offer of £500 off the List price of the Amiga has been made by Commodore, to qualified users and for a LIMITED PERIOD only... so HURRY and PHONE US NOW for full details!

FREE HOTEL GOLD CARD!

when you buy your Amiga from Calco... stay at over 200 top hotels as often as you like for a year, and for each night's stay, just pay for breakfast and dinner!

SELECTED SOFTWARE FOR YOUR NEW AMIGA!

SuperBase Personal	~~149.95~~	£139.95	K-Seka Assembler	~~79.95~~	£74.95
Logistix	~~281.75~~	£164.95	Modula 2	~~99.95~~	£94.95
Analyse	~~99.95~~	£94.95	De Luxe Paint	~~149.95~~	£139.95
Scribble	~~99.95~~	£94.95	De Luxe Print	~~90.95~~	£84.95
Dynamic CAD	~~495.00~~	£479.95	De Luxe Video	~~90.95~~	£84.95
MCC Pascal	~~89.95~~	£84.95	Aegis Draw	~~169.95~~	£159.95
A/C Fortran	~~295.00~~	£284.95	Aegis Images	~~69.95~~	£64.95
Lattice C	~~129.95~~	£124.95	Aegis Animator	~~119.95~~	£114.95
Cambridge LISP	~~149.95~~	£144.95	Marble Madness	~~39.95~~	£34.95

SELECTED SOFTWARE FOR YOUR COMMODORE 128

Pocket Planner 128	Easy to use spreadsheet with 40/80 col mode		£49.95
MicroClerk 128	All-in-one business system from Commodore	~~99.95~~	94.95
Microclerk S/Ledger	Sales Ledger package for Microclerk 128	~~75.00~~	69.95
Microclerk P/Ledger	Purchase Ledger package for Microclerk 128	~~75.00~~	69.95
Swiftcalc 128	Spreadsheet from Timeworks, UK edition	~~59.00~~	54.95
Data Manager 128	Database from Timeworks, UK edition	~~59.00~~	54.95
Wordwriter 128	Wordprocessor from Timeworks, UK edition	~~59.00~~	54.95
Super C 128	Complete C language, with extensions	~~64.95~~	59.95
Matrix 128	Run 64 programs on your 128 - in 128 mode!		49.95

VIZAWRITE Classic 128

VizaWrite Classic 128 is a much enhanced successor to the best-selling VizaWrite 64, which **THE TIMES** featured in three articles, calling it 'a creative writer's dream!' **VizaWrite Classic** is certainly the **best** wordprocessor we've yet seen on **any** computer, ever! Written specially for the 128, **VizaWrite Classic** makes maximum use of the speed, memory and 80-column display, showing your document **exactly as it will be printed...** with a 30,000 word disk dictionary, massive **55K text area**, proportional **printer support** plus **built-in NLQ fonts** for CBM/Epson type printers, easy-to-use **'pull-down'** menus, **full function** calculator, **'newspaper style'** columns, **mail merge...** and much, much more!

VizaWrite 'Classic' 128	~~99.95~~	£79.95	VizaStar 128	~~129.95~~	£99.95
VizaWrite 64 'Professional'	~~59.95~~	£39.95	VizaStar 64 XL8	~~99.95~~	£79.95
VizaWrite 64 (cartridge)	~~89.95~~	£69.95	VizaStar 64 XL4	~~79.95~~	£69.95

VIZASTAR 128

The information processor... spreadsheet, database and graphics: the **most powerful** integrated system yet for the Commodore 128! The latest design techniques provide the ultimate in **ease-of-use** with all the sophistication of a fully **integrated** product... **VizaStar's** advanced spreadsheet includes **high speed** maths formulae, date functions, lookup tables, enormous **60K worksheet** (1000 by 64), programmability, windows, cell protection, **fast** search and sort, text editing, wordprocessor merge, variable column widths... **PLUS** a built-in database with **split-second access**, up to 8K record size, **9** screens per record, unlimited file size, **16** files per database, full support for data exporting, reporting and selection... **PLUS** displayed or printed **hi-res graphics**, automatically scaled, with 2 & 3-D bar graphs, colour pie charts... **and much more!**

UNBEATABLE SUPERBASE & SUPERSCRIPT BARGAINS!

SuperBase 128	~~99.95~~	£57.95	SuperBase 64 & Plus/4	~~79.95~~	£37.95
SuperScript 128	~~89.95~~	£64.95	SuperScript 64	~~69.95~~	£47.95
SuperBase: The Book		£11.95	SuperBase Starter 64	~~39.95~~	£19.95

HACK-PACK 128

The ultimate utility pack for your 128... a full Programmer's Toolkit (FIND, DUMP, CHANGE, MERGE, etc.) **plus Amiga-style RAM-DISK for using disk data at memory speeds, plus program compressor!** £39.95

PetSpeed 128

The heavy-duty compiler... accepts all Basic 128 instructions... uses the whole 128 memory... accepts user-written Basic extensions... and compiled programs can run up to 40 times faster! ~~49.95~~ £44.95

Oxford PASCAL 128

A full J&W Pascal compiler with both interactive mode (90K user area) & disk compiler mode (120K)... graphics & sound extensions... and both stand-alone and modular run-time options! ~~49.95~~ £44.95

GEOS 64

With **DeskTop**, organizer and file manager, **GeoPaint**, a powerful graphics editor, **GeoWrite**, graphics-based word-processor, **DiskTurbo**, fast file loader, plus alarm clock, calculator, notepad, photo & text manager and many fonts... £49.95

SOFTWARE BARGAINS FOR YOUR COMMODORE 64!

SuperType 64	Professional touch-typing keyboard trainer	~~25.95~~	£15.95
SuperType 64 (tape)	Touch-typing trainer as above, on tape	~~19.95~~	14.95
Simon's Basic 64	Programmer's cartridge from Commodore	~~50.00~~	35.00
PetSpeed 64	The standard 64 Basic compiler from Oxford	~~34.95~~	19.95
Oxford Pascal 64	The complete J & W Pascal for your 64	~~49.95~~	34.95
Oxford Pascal 64 (tape)	Pascal for 64 tape users	~~24.95~~	19.95
Print Shop 64	Desk-top publishing for your Commodore 64!	~~44.95~~	39.95

IF YOU WANT IT TOMORROW... CALL US TODAY! ON 01-546-7256

Prices are POST FREE & include VAT. Order by phone with your credit card, or send cheque/PO or your credit card number. Official orders welcome. We despatch same day by FIRST CLASS post. If our lines are busy, why not try our 24-hour recorded order service, on 01-541-5185. Ref. A45

Access VISA

Calco Software

LAKESIDE HOUSE, KINGSTON HILL, SURREY, KT2 7QT. TEL 01-546-7256

AFTER TWO YEARS OF RESEARCH THE IMPOSSIBLE HAS BEEN ACHIEVED

THE DOUBLE



THE LEAGUE & F.A. CUP



The Manager of Everton F.C. Howard Kendall says...
This must be the ultimate of all strategy games... Excellent

OUT NOW... OUT NOW... OUT NOW...

Pit your wits and skills against 65 other teams which have their own Transfers, Finances, Injuries etc., involving OVER 1050 PLAYERS all with their individual skill levels of Passing, Tackling, Kicking etc. All results are achieved by 22 players using **Artificial Intelligence** with 'live action' graphics and player commentary from any of the three division fixtures

YOUR TASK IS TO...
Manage a given 3rd Division team and succeed by either Promotion or interesting larger Clubs with your expertise in winning the League Championship or better still THE DOUBLE. Careful programming has eliminated luck so you will need astuteness and a Managerial mind to organise Administration, Staff & Players, Wages & Transfers (not easy we promise), Crowd Control, Policing, Scouts, Finance, Gates, Injuries and Physiotherapy. At your disposal are print-outs, individual player reports, visits to League Grounds, Fixtures, Results and current League Tables of ALL THREE DIVISIONS.

To survive you will have to be good — to impress other clubs you will have to be very good — to succeed you will have to be excellent. But will you achieve the ultimate of 'THE DOUBLE'???

HOWARD KENDALL did not achieve success in 5 minutes neither will you!

COMPETITION, COMPETITION...

If you can be the FIRST to achieve THE DOUBLE you will WIN A DAY OUT in style at EVERTON F.C., for a fixture of your choice and meet HOWARD KENDALL.

ORDER NOW... ORDER NOW... ORDER NOW...

£10.95 Including V.A.T. Plus 28p post & packing

PLEASE SEND CHEQUES/P.O. TO:—

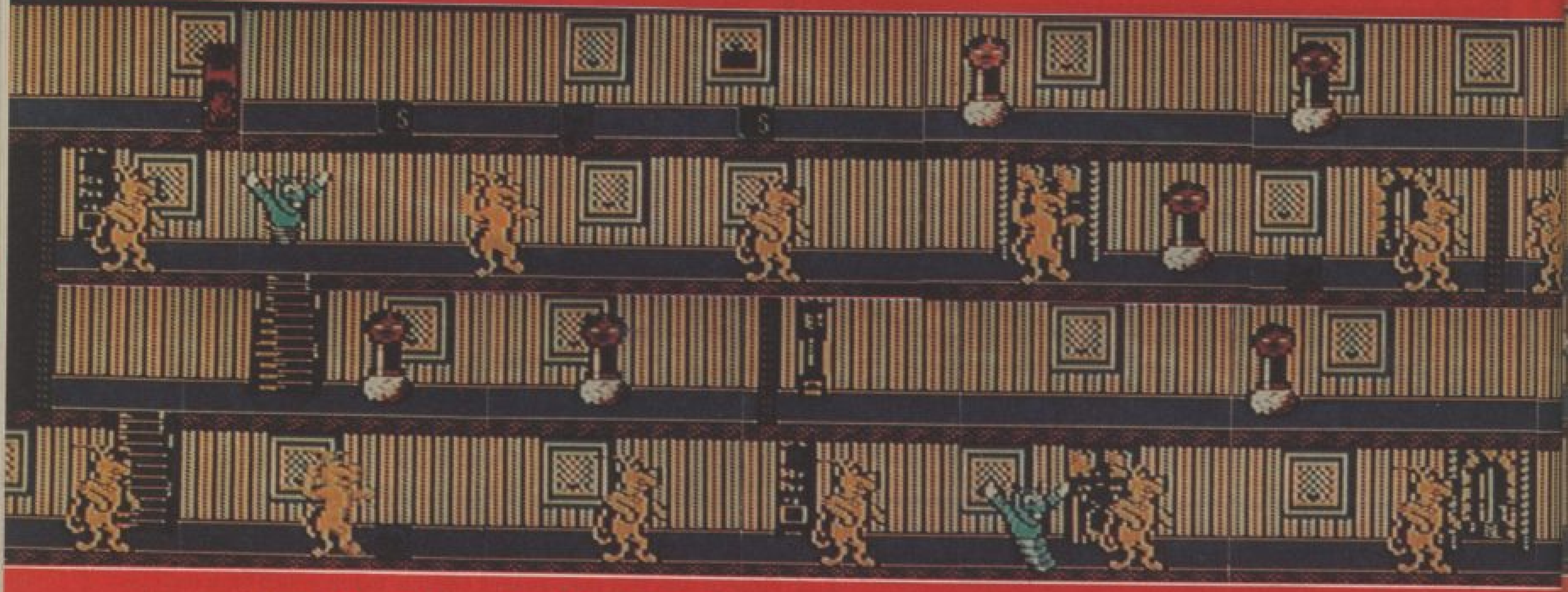
JOHNSON SCANATRON LIMITED
39 TOTTERDOWN ROAD
WESTON-SUPER-MARE
AVON BS23 4BR

COMMODORE 64, ATARI

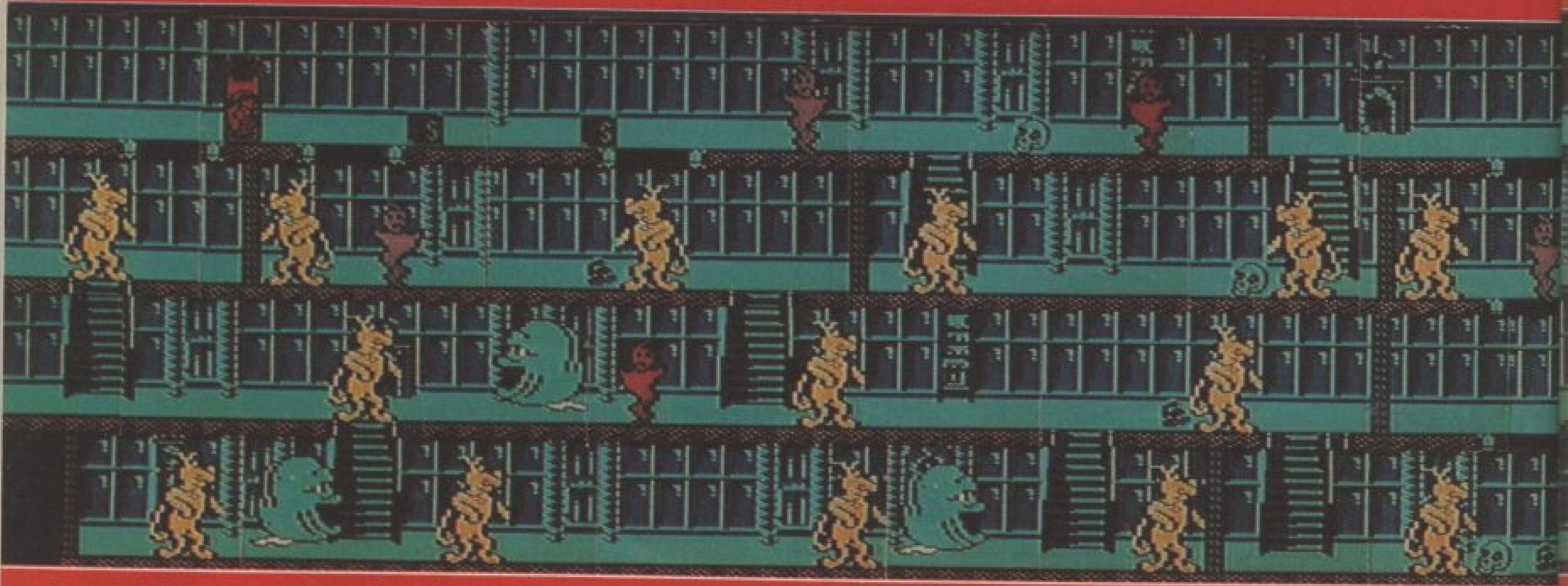
Play to WiN



Here's a map to help Scooby punch his way through levels two and three of the game. Just to make things even easier for him, here's a few points. Remember there is only one route to each character. Listen out for doors opening so that you can anticipate the ghosts popping out. Watch out for the occasional trapdoor. And finally, you must jump over the skulls — walk into one and you lose a life. Go for it Scooby, and don't forget to munch those Scooby snacks.



LEVEL TWO — Daphne ▲







LEVEL THREE — Fred ▼



Play to WiN

Send your pokes, tips, maps etc to: Play to Win, *Commodore User*, Priory Court, 30-32 Farringdon Lane EC1R 3AU

FILE Master

for the 64 and 128

reviewed by Chris Durham

Whether you're searching around for a database for home or for small business use, you won't get a worthwhile program for less than £30. And that's exactly what Robtek's new Filemaster costs. Sounds like good value especially since there's a 128 version also on the disk.

At £29.95, Robtek's *Filemaster* seemed very good value for what the packaging described as a 'relational' database. However, without going into detail of what makes a database 'relational', it became rapidly apparent that what Robtek have produced is *not* a relational database program at all, but a fairly ordinary type of database that uses an index to reference the records. That is not to say it isn't any good, but why describe it as something it isn't?

Since the two programs for the 64 and 128 are very similar I shall describe the 64 version and then indicate the extra available to the 128 user.

One of the first things that struck me was the incredibly small manual. It is about 4 inches square and consists of just six pages. That either means the program is extremely easy to use or that the manual leaves out half the necessary instructions.

On this case it's a bit of both; the program *is* very easy to use, particularly in the way menus etc are presented using windows, but there are also a number of gaps in the manual which need rectifying.

To create a file you select the 'create a new file' option on the menu and you're then asked to name the six fields. It is here that you realise the limitations of this program; you *must* have six fields whether you want them or not. Of course you can leave them blank, but you have to give them a field size of at least one character. Nor can you have more than six fields.

Having named the fields you then specify the size of each field, but the manual fails to give any indication of limits. In fact, the example tells you to specify 25 characters for the 'name' field, but on the 64 version you can't have more than *24* characters in any field!

On the 64 version you can only have text fields; numeric fields for 'calculation' are not allowed. Once you have sized your 'record' you have to state how many records you want in the file, although you can expand the file size any time you like.

Once your data has been typed in you should select the 'index' option. This will ensure that in the event of a power failure or accidentally switching off the computer you don't lose your data. It seems the program maintains an index (for sorting etc) which is separate from the data itself; while the data is stored on disk as each record is completed, the index is only stored on command, or when you 'quit'. This has some advantages for speed of sorting etc, but does slow the system down when you actually need to read in each record from disk.

Recovering or searching for data is good. You can specify the search key from any of the six fields, but there is a snag even to this. Only the first four characters of a field are checked so *Commodore*, *Commode* and *Comment* would be displayed, even if the search key was specified fully as *Commodore.*

FILE Master

There is also no 'wild card' searching, the key is even case sensitive so it must be *exactly* what is held in the field.



▲ The 'flippy' disk, different versions on either side.

I also discovered a problem if a long field has a space within the first four characters: eg, *Mr G K Smith.* In some cases the program failed to find the specified record; this is a bug and needs correcting.

There is a fast sort routine which also works on any of the six fields and this is very useful for producing lists in different orders. Data can be printed out, with the ability to specify the fields required, as either a list (across the page) or as blocks.

Editing or amending the data is perhaps the weakest area, in that you must overwrite the data, but if the original is longer than the new you then have to go along deleting all the unwanted characters. Deleting a record is straightforward, with a confirmation to avoid accidental removal. If you want to change files then this is also easy, with the available files on the disk being displayed in a window as a 'menu'. Selecting your choice then loads the new file index into the computer.

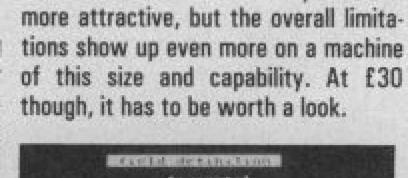
There is no way of accessing the entire directory of the disk, but this method means there is really no necessity to do so. There is a disk utility option which allows you to reset the drive, format disk, etc and this is very useful too.

Let's move on to the 128 version. This uses the 80 column screen, which allows up to 64 characters per field. Both versions can both access data created on the other, but while the 128 version will happily accept and edit the 24 character fields of the 64 version, the reverse is not so true. If a field exceeds 24 characters then you can display it on the 64 version, but not edit it very easily.

The 128 version also allows fields to be specified as CA which means you can do calculations on these fields. Other features include the ability to display the full disk directory as well as check and display the number of free blocks remaining on the disk.

For the price, one cannot expect the power of *Superbase* or *dBase II*, and there are many applications that will fit onto this program. However, six fields of 24 characters is small for a machine the size of the 64 and you should size your requirements very carefully before deciding if this is the database for you. If your application will fit you will find the facilities adequate for your needs.

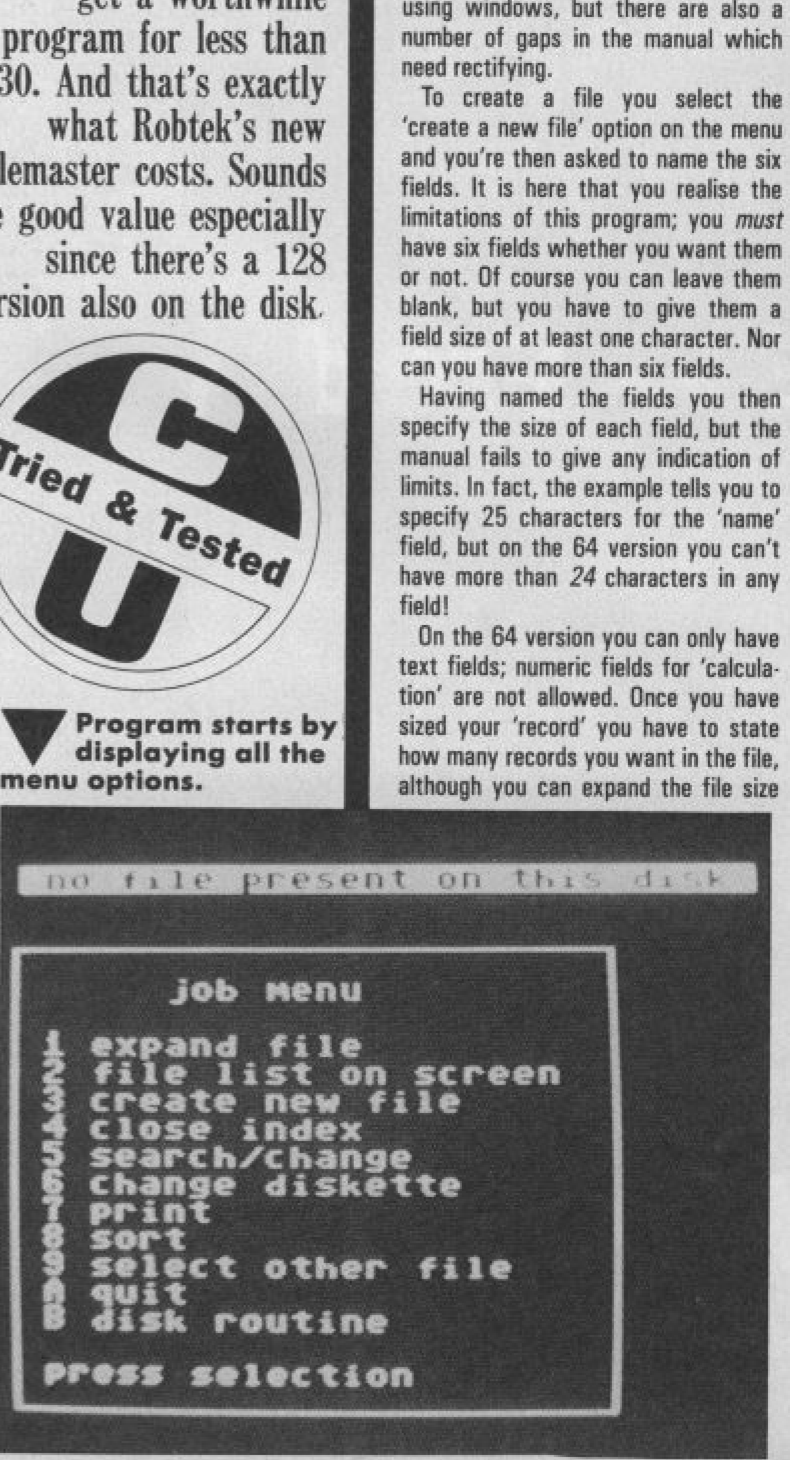
Since you get both versions on the same (flippy) disk, users can upgrade to the 128 from the 64 without difficulty. For 128 users the extra facilities and field size may make it more attractive, but the overall limitations show up even more on a machine of this size and capability. At £30 though, it has to be worth a look.



▲ You must specify the length of each field.

- Filemaster 64 and 128
- Robtek Tel: 01-847 4457
- Price: £29.95 (disk only)

▼ Program starts by displaying all the menu options.



Great name for a program, and a great idea too. The Last One describes itself as a program that writes programs. It's already made a name for itself on bigger machines like the IBM PC. Now you can be a really smart person and show off with your very own 64 copy – all for £36 on disk.

Tried & Tested

THE LAST ONE

program generator for the 64/128

reviewed by Fred Reid

The Last One can best be seen as an ultra-high level programming language, which is very close to plain English. What do you do with it? You tell it what you want your computer to do and The Last One writes a Basic program that does it.

The Last One's main strength here is it's filing capabilities, making it very easy for your programs to access all kinds of data files on disk. The obvious applications here range from specialised databases, invoicing and payroll systems, statistical analysis etc, but there's no restrictions on what sort of programs it can deal with.

It can even handle Peeks, Pokes and SYS, so you can use graphics and sound in your program.

Before The Last One can start writing a program, you will need to decide what you want it to do. Once it's clear in your mind, you can begin to assemble a flowchart using the elements from the main menu. Only the bare bones of the end program are needed at the moment. Later on, The Last One will ask you lots of questions to clarify the details.

This system favours menu-driven programs, the logical way of getting from one part of the program to another. Menus are very easy to create, simply select 'Branch on Menu' from the branch sub-menu, and choose how many options you require. Later on, you will get the chance to design the page using text, borders, colours and windows.

Before you can start entering your flowchart you will need to define your variables. The Last One caters for three types of variable (it calls them 'Fields'), *Alphanumeric* (letters and numbers), *Numeric* and *Date*. Alphanumeric fields can be up to 40 characters long, Numeric fields can have up to 9 decimal places, Date fields are always stored in the form DD.MM.YY for convenience.

Basic allows you to name your variables, so The Last One encourages you to use plain English descriptions of what the field will contain. For example, you could label a field 'Customer's Name' or 'Current Retail Price'. If your program requires data to be input from the keyboard, all you need to do at this stage is let it know.

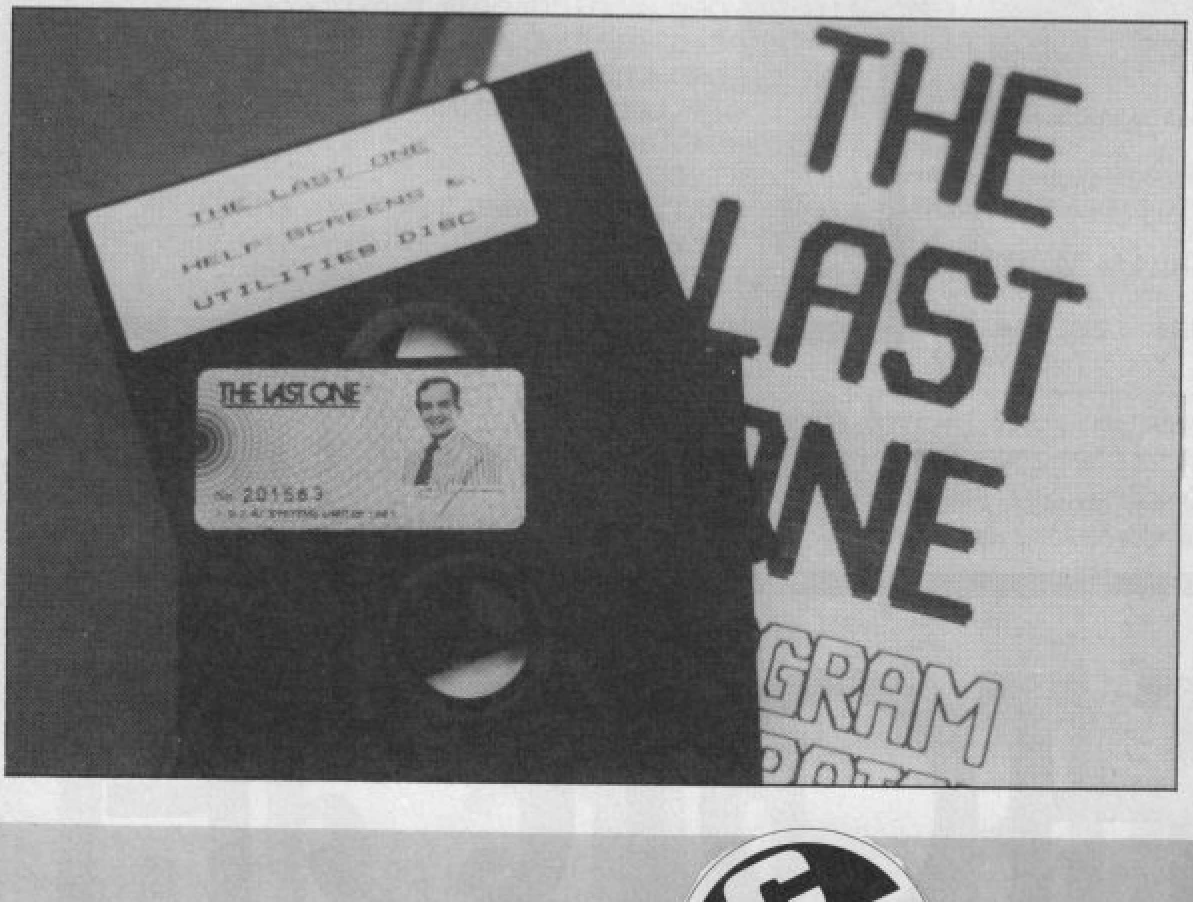
Later you will get a chance to write prompts and design screen layouts. Similarly, outputting information to the screen is just as easy. If you wish to do calculations within your program, simply insert the calculations option from the menu into your flowchart. Again, later you will be asked what calculations you want done.

Editing your flowchart is easy. Lines can be inserted, deleted and altered till you've got what you want. The next step is to tell The Last One to start coding. Some of your flowchart lines will be self explanatory and The Last One won't need to ask you anything.

Then come the questions! You'll need to define all your menu and other branches, in most cases this will be simply a matter of entering the flowchart line number you wish the program to jump to. You design your Input and Output screens as The Last One comes across them, choosing the layout of the page, colours etc. Screen formats can be saved to disk for future use, saving a lot of typing! When you've answered all the questions, The Last One saves the finished program to disk, ready for use.

The Manual is quite an impressive piece of work, a loose leaf folder with around 120 pages of carefully laid-out text, an index (essential), and a complete tutorial with practical examples on The Last One. For an additional fiver, you can get a copy of a hints and tips booklet, particularly useful to the advanced user.

Well, what did I think of it? I really liked the idea. As a piece of software, I hated it! From the user's end, it's badly written. There's menus without exit routes, a lot of enforced duplication of data, and it's riddled with bugs. Worse. After spending over 30 hours writing three simple programs, not one of them worked properly! The Verdict? Even users of the PC version agree, it's an interesting idea of little practical use.



- **The Last One**
- **64/128**
- **C.W. Systems**
  Tel: 0253 734330
- **Price: £36**

TESTED

BOOKIE'S CHOICE

Anco have just released a useful little book called *C16 and Plus/4 Reference Book*, which tells you programming buffs all you'll need to know about your machines. It also contains some pretty clever little programs. We've selected a few of the best ones for you to key in and have fun running them. For the boffins, the book itself gives a detailed line-by-line description of how each of the programs work, and offers sections on graphics, sound, machine-code and utilities.

It sounds so good, we've got Anco to make you a special offer on the book. Fill in the coupon, send it to Anco with your dosh, and they'll give you £1 off the £7.95 pricetag.

Butterflies

Nice little routine that creates two multicolour characters, butterflies to you, and makes them flutter up the screen.

```
100 POKE55,0:POKE56,60:CLR
110 POKE1177,62
120 FORI=0 TO 1023
130 :POKE60*256+I,PEEK(53248+I)
140 NEXT I
150 POKE1177,63
160 POKE65299,60
170 POKE65298,192
180 POKE 65287,24
190 POKE 1351,128
200 POKE65302,0:POKE65303,93
210 FOR I=0TO47
220 :READ A
230 :POKE 60*256+8*40+I,A
240 NEXTI
250 SCNCLR
260 PRINT TAB(6)CHR$(154)"HELLO BUTTERFLY"
270 CHAR 1,1,23,"KEY FOR NORMAL CHARACTER SET"
280 Y=22:Y1=22
290 GETK$:IF K$<>"" THENPRINTCHR$(144):GOTO360
300 A$="()":GOSUB410
310 A$="*+":GOSUB410
320 A$=",-":GOSUB410
330 A$="*+":GOSUB410
340 GOTO290
350 GETKEY K$
360 POKE65299,208
370 POKE65298,196
380 POKE65287,8
390 POKE1351,0
400 END
410 CHAR 1,12,Y1,"  "
420 CHAR 1,12,Y,CHR$(154)+A$
430 CHAR1,18,Y1,"  "
440 CHAR1,18,Y,CHR$(153)+A$
450 Y1=Y:Y=Y-1:IF Y<1 THENY=22
460 RETURN
470 DATA196,241,237,237,253,253,241,193
480 DATA76,60,236,236,252,252,60,12,52,49,57,61,61,49,49,49
500 DATA112,48,176,240,240,48,48,48,4,3,3,3,3,3,3,3
520 DATA64,0,0,0,0,0,0,0
```

Crazy Circles

Makes good use of the CIRCLE command to produce an impressive graphic display.

```
100 GRAPHIC 3,1
110 COLOR0,1,0:COLOR1,3,0:COLOR2,8,7:COLOR3,13,4
120 FORC=3TO1 STEP-1
130 : FORA=0TO180 STEP10
140 : CIRCLEC,20+C*30,100,10,50,,,A,20
150 : NEXT A
160 NEXT C
170 COLOR1,2,7:CHAR1,1,20,"PLEASE KEY"
180 GETKEY K$:DRAW0,0,100TO159,100
190 GETKEY K$:GRAPHIC0
```

clever little runners for C16 and Plus 4

Classy Tune

Impress your friends with this type-in tune. Not quite the London Symphony Orchestra, but it's not far off.

```
100 VOLB
110 DIM N1%(66),N2%(66),D1%(66),D2%(66)
120 I=0
130 READ N1%(I),D1%(I):IF N1%(I)<0 THEN150
140 I=I+1:GOTO130
150 T1=I:I=0
160 READ N2%(I),D2%(I):IF N2%(I)<0THEN180
170 I=I+1:GOTO160
180 I1=-1:I2=-1
190 IFD1>0THEN220:ELSE SOUND 1,N1,0
200 I1=I1+1:IF I1<T1 THEN.D1=D1%(I1):N1=N1%(I1):ELSE270
210 IF N1>0 THEN SOUND 1,N1,300
220 IF D2>0 THEN250:ELSE SOUND 2,N2,0
230 I2=I2+1:D2=D2%(I2):N2=N2%(I2)
240 IF N2>0 THEN SOUND 2,N2,300
250 D1=D1-1:D2=D2-1
260 FOR I=1TO80:NEXT I:GOTO190
270 VOL 0
280 DATA 0,1,685,1,770,1,810,1
290 DATA 798,1,685,1,798,1,834,1
300 DATA 810,2,854,2,755,2,854,2
310 DATA 770,1,685,1,770,1,810,1
320 DATA 798,1,685,1,798,1,834,1
330 DATA 810,2,770,2,0,4
340 DATA 0,1,854,1,810,1,854,1
350 DATA 770,1,810,1,685,1,739,1
360 DATA 704,2,770,2,834,2,864,2
370 DATA 864,1,834,1,798,1,834,1
380 DATA 739,1,798,1,643,1,704,1
390 DATA 685,2,739,2,810,2,254,2
400 DATA 854,1,810,1,770,1,810,1
410 DATA 704,2,834,2,834,1,798,1
420 DATA 739,1,798,1,685,2,810,2
430 DATA 810,1,770,1,704,1,770,1
440 DATA 643,2,798,2,810,6
450 DATA -1,-1
460 DATA 7,2,516,4,485,2
470 DATA 516,1,345,1,516,1,596,1
480 DATA 571,1,345,1,571,1,643,1
490 DATA 596,2,516,2,485,2,345,2
500 DATA 516,1,345,1,516,1,596,1
510 DATA 571,1,345,1,571,1,643,1
520 DATA 596,2,516,2,596,2,516,2
530 DATA 643,1,516,1,383,1,516,1
540 DATA 262,1,383,1,7,1,169,1
550 DATA 118,2,262,2,453,2,571,2
560 DATA 571,1,453,1,345,1,453,1
570 DATA 169,1,345,1,118,1,118,1
580 DATA 7,2,169,2,262,2,383,1
590 DATA 118,1,262,1,118,2,118,2
600 DATA 169,1,345,1,7,1,169,1
610 DATA 7,2,7,2
620 DATA 118,1,453,1,383,1,453,1
630 DATA 596,6
640 DATA -1,-1
```

Smooth Scroller

Type in your message and watch it scroll slowly and smoothly up the screen — just like the credits to Coronation Street.

```
100 PRINT"(CLR)"
110 FORI=0TO24
120 GOSUB 240
130 NEXT I
140 SR=65286
150 FORT=1TO20 :NEXTT
160 POKESR,(PEEK(SR)AND240)OR7
170 GOSUB 240
180 FORI=6TO0STEP-1
190 FORT=1TO60:NEXTT
200 POKESR,(PEEK(SR)AND240)ORI
210 NEXT I
220 GET  K$:IFK$=""THEN150
230 POKESR,(PEEK(SR)AND240)OR11:END
240 PRINTCHR$(13)"PRESS ANY KEY";:RETURN
```

AD INDEX

U.K. Soft Centre

C128			C128
Advanced Music System			27.50 d
C128 BASIC Compiler			47.00 d
DBase II			110.00 d
Micro Clerk (Complete accounting package) (Plus Spreadsheet, Database and Word Processor)			89.50 d
Oxford PASCAL			47.00 d
Superscript 128			69.95 d
Swift Spreadsheet 128			22.50 d

C64 BUSINESS			C64
Cut & Paste (W/P)	NEW		22.50 d
Practicalc II (Spreadsheet)	£23 off		47.00 d
Practifile (Database)	Special		20.00 d
Swift Spreadsheet 64			22.50 d
Superbase 64			44.95 d
Superscript 64			44.95 d

C64 EDUCATIONAL			C64
French Mistress A and B (each)		7.95t	
German Master A and B (each)		7.95t	
Kermit's Story Maker (5-10yrs)		8.50t	12.95 d
Number Tumblers (8-12yrs)		8.75t	
Word Power (10yrs+)		8.50t	

C64 UTILITIES/GENERAL			C64
Art Studio		12.75t	15.95d
Expert Cartridge			29.95d
GEOS (Operating System)	NEW		48.00d
Graphic Adventure Creator		22.00t	27.00d
Laser BASIC Compiler		19.00t	24.00d
Newsroom	NEW		37.00d
Optical Mouse & Graphics Pack			47.50d
Super PASCAL			47.00d
Supertype (Typing tutor)		17.50t	19.50d
Quill + Illustrator	SPECIAL	16.50t	19.50d

C64 FLIGHT SIMULATORS/WAR GAMES			C64
ACE (Air Combat Emulator)		8.50t	11.50d
Ace of Aces	NEW	8.50t	12.95d
Acro Jet	NEW	8.50t	12.95d
Field of Fire	NEW	8.50t	12.95d
Heathrow Air Traffic Control		7.50t	
Knights of the Desert		8.50t	12.95d
Sky Runner	NEW	8.50t	11.50d
Silent Service		8.50t	12.95d
Super Huey II (Helicopter)	NEW	8.50t	12.95d
Tigers in the Snow		8.50t	12.95d
Vietnam	NEW	8.50t	12.95d
747 Flight Simulator (DocSoft)		10.75t	13.50d

C64 ADVENTURES			64
221b Baker Street	NEW		12.95d
Alternate Reality Pt1 The City			18.00d
Alternate Reality Pt2 The Dungeon			18.00d
Hitch-Hiker's Guide to the Galaxy			24.50d
Jewels of Darkness (3 Adv's)		12.75t	12.95d
Kayleth	NEW	8.50t	12.95d
Leather Goddesses (Adults only)	NEW		24.50d
Moonmist by Infocom	NEW		23.00d
Murder on the Mississippi			12.95d
Silicon Dreams (3 Adv's)	NEW	12.75t	18.00d
Tass Time in Tone Town			18.00d
The PAWN	NEW		18.00d
Ultima III	Special		15.00d
Ultima IV			18.00d
Vera Cruz Affair	NEW	7.75t	12.95d
Wishbringer by Infocom			23.00d

C64 ACTION/GAMES/SPORTS			C64
Colossus Chess 4.0		8.50t	12.95d
Gauntlet	NEW	8.50t	12.95d
Infiltrator		8.50t	12.95d
Kettle	NEW	7.75t	8.95d
King Size 100 GAmes	NEW	11.50t	
Leaderboard (Golf)		8.50t	12.95d
Masters of the Univers	NEW	8.50t	12.95d
Repton 3	NEW	8.50t	12.95d
Scrabble		11.50t	13.50d
Sentinel	NEW	8.50t	11.50d
Trivial Pursuit		12.75t	18.00d
World Games	NEW	8.50t	12.95d

C16 – PLUS 4			C16 – PLUS 4
Blockbusters	NEW		7.00 t
Computer Hits (10 games)	NEW		8.50 t
Home Office (Database & WP)			9.75 t
King Size 50 (50 Games)			8.75 t
Music Composer	NEW		8.95 t
Paintbox (Drawing Utility)			8.50 t
Sports 4	NEW		7.00 t
Trailblazer	NEW		6.00 t
Wo Dares Wins II	NEW		7.00 t

PLUS/4 ONLY			PLUS/4 ONLY
ACE (Flight Simulator)		8.75t	12.95d
Bridge Head	NEW	7.50t	
Mercenary		8.50t	
2nd City for Mercenary	NEW	5.50t	
Saboteur	NEW	7.50t	
Strip Poker	NEW	7.50t	9.50d

SPECIAL – SUBLOGIC FLIGHT SIMULATORS AT LOW PRICES.

JET The brilliant new F16/F18 Fighter Simulator. C64 Disc only **£42**

FLIGHT SIMULATOR II Without doubt the best Flight Simulator on C64. Cass. **£35** Disc **£44**

Extra **SCENERY DISCS** that are compatible with both JET and FSII **£19.50** each.

HUNDREDS MORE TITLES AVAILABLE – **ALL** AT DISCOUNT PRICES

MOST **C16, PLUS/4 and **C128** titles available– ALL with similar discounts to C64**

PLEASE SEND STAMP FOR OUR COMPLETE LIST (STATE WHICH COMPUTER).

Please include 50p for Post and Packing for all orders less than £20. Outside UK please include £1 plus 75p for each additional item on all orders. Send Cheque, Eurocheque, Sterling money order or UK Postal Order with order to:

PO BOX 36 UK SOFT CENTRE LTD (CU) TELEPHONE
DUNSTABLE BEDS LU6 2NP DUNSTABLE (0582) 607929

SOFT LINK

SPECTRUM 16/48/+128K AND COMMODORE 64/128K SOFTWARE LIBRARY

BORED WITH PLAYING THE SAME OLD GAMES? JUST LOOK AT WHAT MEMBERSHIP TO SOFTLINK (N.I) WILL OFFER YOU.

- FIRST FREE HIRE
- 7 DAYS FULL HIRE
- CLUB RENTAL CATALOUGE
- FREE MONTHLY PRIZE DRAW
- FREE TO ENTER COMPETITIONS
- MEMBERSHIP FEE IS ONLY £2.00
- MANY TITLES AT DISCOUNTED PRICES
- THE LATEST TOP CHART TITLES AVAILABLE
- TAPE AND MICRODRIVE HIRE FOR THE SPECTRUM
- HIRE DISCOUNTS OFFERED ON FOUR TITLE ORDERS
- HUGE LIBRARY OF EX-CHART TITLES ARE AVAILABLE
- TAPE, DISK AND CARTRIDGE HIRE FOR THE COMMODORE
- HIRE PRICES RANGE FROM £0.75p PER TITLE PER WEEK
- REGULAR UPDATE LISTS GIVING NEW TITLES AVAILABLE
- ALL ORIGINAL SOFTWARE SUPPLIED WITH DOCUMENTATION
- BI-ANNUAL NEWSLETTER GIVING HINTS, TIPS, POKES, etc.
- ARCADE, ADVENTURE, EDUCATIONAL AND BUSINESS SOFTWARE
- RETURN POSTAGE CHARGES/PACKING AND PRE-PAID BY SOFTLINK
- UP TO FOUR INDIVIDUAL TITLES CAN BE HIRE AT ANY ONE TIME.

SOFTLINK (N.I.)
19 DUNLOY GDNS,
NEWTOWNABBEY,
CO. ANTRIM
BT37 9HZ

SEND CHEQUE/P.O. MADE PAYABLE TO ***SOFTLINK (N.I)*** *OR SEND A S.A.E. (10" × 7"). PLEASE STATE COMPUTER TYPE.*

SUPERSAVERS for C64, C16/PLUS 4

SAVE TIME AND MONEY with **AUTOBASE-3** the ultimate personal assistant! Superb database makes personal computing easy. Powerful modules, available separately or combined include:-

- **AUTOFILE** — Trouble finding things? Not any more — **AUTOFILE** organises your personal records! Store information as you like and let **AUTOFILE** take care of the rest. Have the answers at your fingertips! Powerful features include Add, Insert, Amend, Delete, Archive, Index, Find, Sort, Scan, Search, Full or Partial List, plus User Defineable Entry Titles and Formats. Ideal for personal computing. Excellent value at **£6.25** disk, **£4.95** tape.
- **AUTOPLAN** — 101 things to do? Let **AUTOPLAN** sort them out! Superb diary and planner leave nothing to chance! Never forget another important event — **AUTOPLAN** gives detailed schedules and prompts you to take action as and when required! Powerful features include Perpetual Calendar, Long and Short Term Plans, Individual Project and Summary Plans, plus Automatic Rescheduling. Ideal for personal planning! Excellent value at **£6.25** disk, **£4.95** tape.
- **AUTOCOUNT** — Accounts a problem? Relex — **AUTOCOUNT** keeps track of your money! Debits, Credits, Standing Orders, Direct Debits etc . . . **AUTOCOUNT** puts them in order! Powerful features include Multiple Accounts, Budget Planner, Cash Flow, Interest Calculation, plus Summary Accounting. Ideal for personal accounts! Excellent value at **£6.25** disk, **£4.95** tape.

ALL MODULES fully guaranteed. Can be used with direct connect printers including 1520 plotter.

- **SPECIAL OFFER** — Entire **AUTOBASE-3** (all three modules fully integrated) for **only £12.95** disk, or **£9.95** tape.

• SPECIAL OFFER — JANUARY ONLY — FREE datatape OR disk with every Autobase 3 order!
Send cheque/PO to STONEHAM DIRECT, 131 DONCASTER ROAD, EASTLEIGH, HANTS SO5 5QL or SAE for further details.

Please Note — all prices include postage and packaging.

DO YOU OWN A HOME MICRO?

DO YOU WANT SOMETHING MORE THAN THE USUAL BORING GAME?

This is most certainly for you. Don't just play at life, become part of it by starting your own **HOMEBASE BUSINESS.**
Full or part-time.
For **FREE** details, SAE to:–
Mr. G. McGovern (Ref. CU3),
97 Pilton Place, King and Queen Street,
Walworth, London SE17 1DR.

*** TAPE BACK-UP BOARDS FOR CBM-64/128 VIC-20 ***

Connect a second CBM type cassette deck to your computer with our **BACK-UP BOARD Mk.1** and you can easily make a back-up copy as you load your original program. Works for all types of fast loaders etc. **£9.50** inc P&P. Thousands already sold.

The **BACK-UP BOARD Mk.2** can be used two ways. Switched to 'NORMAL' it operates as a Mk.1. Switched to 'GENERATE' 64/128 owners can use our special transfer software to regenerate a copy of a program on the second deck as it loads from the first. This method can produce a better quality copy than the original. Mk.2. & software **£14.50** inc P&P. Now outselling our very popular Mk.1. Return your Mk.1 to be modified to Mk.2 for **£4.50** inc software & P&P.

AZIMUTH HEAD ALIGNMENT TAPE by INTERCEPTOR for '64'. Use this test tape with your '64' to adjust the heads of your decks to make a perfectly matched pair. Full instructions and screwdriver supplied. **£8.50** inc P&P.

ROM SWITCH/RESET BOARD. Fitted in the expansion port of your '64' you can reset AILL programs that a standard reset switch can't. A socket for a 2764 8K eprom is also included. Full instructions supplied **£8.95** inc P&P.

All products guaranteed for 12 months.

Send your cheque/P.O. or stamp for details to: **TURBOTRONIC,**
46 Ripon Street, Parkinson Lane, HALIFAX, West Yorkshire. HX1 3UG. Tel. (0422) 52020
(Overseas customers inside Europe add 50p outside Europe add £1.50)



Tel: 0234 65761

PROFESSIONAL
COMMODORE REPAIRS

Vic 20 or C16	£23.00
C64 or +4	£27.60
1540/1541	£34.50
C64/+4/Vic 20 psu's	£27.60
C128	£40.24

Prices fully inclusive of parts, labour, insured return postage and V.A.T.

- Faulty, redundant computers bought for cash
- Av. 24 hour turnround from delivery
- Over 10 years computer repair experience
- Do it yourself components at low cost
- Trade and educational discounts available
- Electronic graduate engineers
- Advanced diagnostic equipment for hidden faults

Send cheque/P.O. together with description of fault to:–

THE REPAIR MAN ORGANISATION
70 Goldington Avenue, Bedford. MK40 3DA.

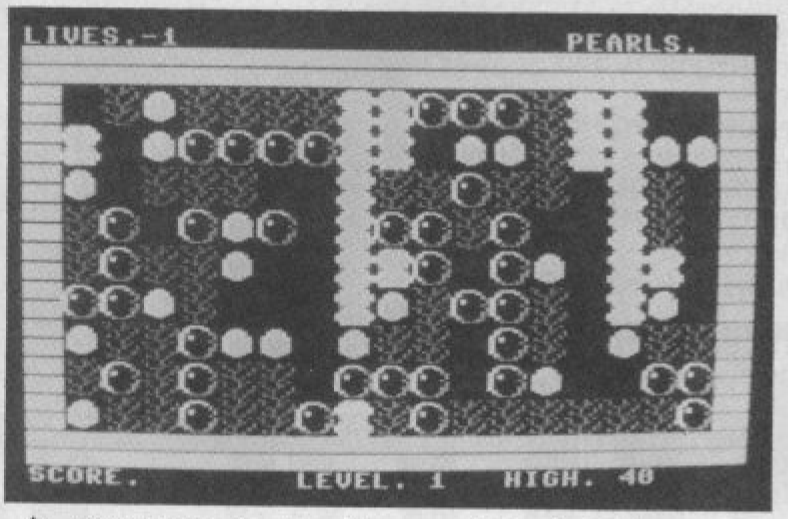


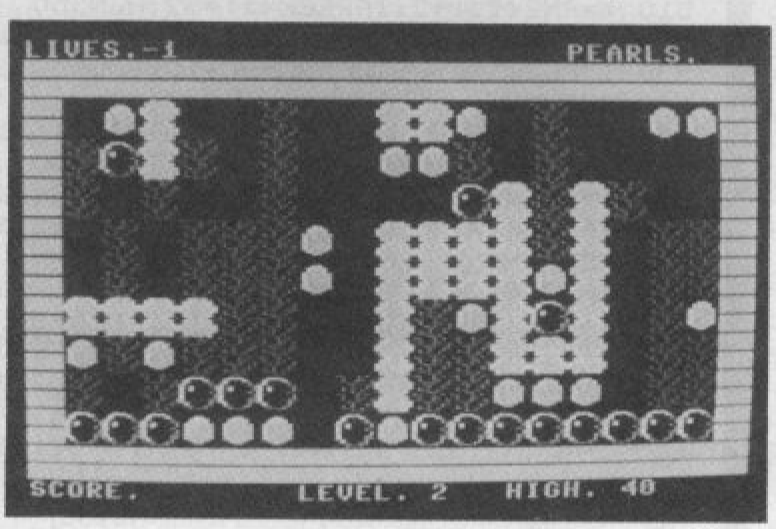
Pearl Diver

for the C16 and Plus/4

by Frank Bingley

Another challenging type-in from the man who brought you Strawberry Fields and Christmas Cracker. This time you're a diver plumbing the ocean depths for pearls. Collect twenty pearls to progress to the next screen. Clearing seaweed earns you extra points. But watch out for the bubbles rising to the surface. You lose one of your three lives if one of them hits you. Use joystick in port 1 and press any key during the title screen to start the game. Now take a deep breath and jump.



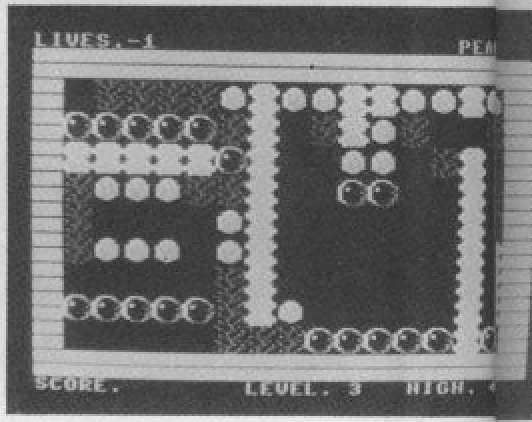


Three levels of action, and the bubbles get up your nose.

```
10 KEY1,"GOTO470"+CHR$(13)
20 POKE52,59:POKE56,59:CLR:HI=0:VOL8:ZL=0
30 DEF FNE(Z1)=3073+(40*X2)+X1
40 POKE1176,44:FORA=0TO64*8:POKE15360+A,PEEK(53248+A):NEXT:CH=0
50 X=1525:FORA=0TO239:READD:CH=CH+D:POKEX+A,D:NEXT
60 IFCH<>22252THENPRINT"DATA ERROR":STOP
70 CH=0:FORA=0TO151:READD:CH=CH+D:POKE15872+A,D:NEXT
80 IFCH<>18107THENPRINT"CHARACTER DATA ERROR":STOP
90 POKE65287,PEEK(65287)OR16:POKE65298,PEEK(65298)AND251:POKE65299,60
100 POKE65303,113:COLOR3,7,3:COLOR0,1:COLOR4,1:C$=CHR$(17)+CHR$(157)+CHR$(157)
110 FORA=0TO7:FORB=1TO4:READD:D$(A)=D$(A)+CHR$(D):NEXTB,A
120 FORA=0TO7:D$(A)=LEFT$(D$(A),2)+C$+RIGHT$(D$(A),2):NEXTA:GOTO710
130 LE=0:DN=0:SC=0:LI=3
140 LE=LE+1:RESTORE1090+(40*LE):COLOR1,16,1:PRINT"(CLR)":PL=0
150 FORA=0TO10:READD$:PRINT" ";:FORB=1TO19:C=VAL(MID$(D$,B,1))
160 IFC=3THENCOLOR 1,13,5
170 IFC=5THENCOLOR 1,16,2
180 IFC>5THENCOLOR 1,16,6
190 PRINTD$(C);:PRINT"(UP)";:NEXTB:PRINT:PRINT:NEXTA
200 X1=3:X2=3:CHAR,1,23,"(BLU)SCORE.":CHAR,15,23,"LEVEL.":PRINTLE
210 CHAR,26,23,"HIGH.":PRINTHI:CHAR,1,0,"LIVES.":CHAR,29,0,"PEARLS.":HT=0
220 PRINT"(HOME)"SPC(7)LI:IFZL<>0THENFORQ=1TO4000:NEXT:GOTO710
230 J=JOY(2):IFJ=3THENGOSUB510:REM RIGHT
240 IFJ=7THENGOSUB560:REM LEFT
250 IFJ=5THENGOSUB610:REM DOWN
260 IFJ=1THENGOSUB660:REM UP
270 DN=DN+1:COLOR1,15,5:CHAR,X1,X2,"":PRINTD$(DN)
280 IFPL=20THEN420
```

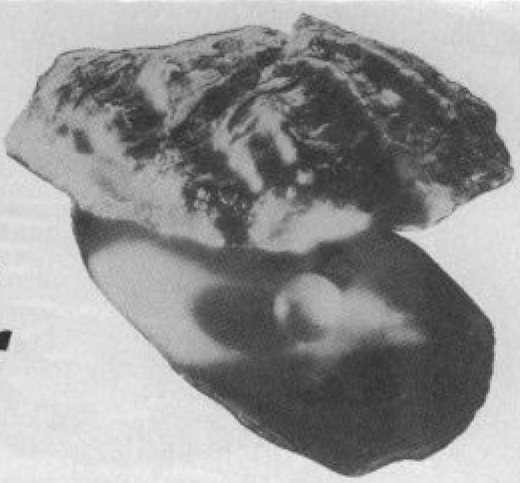
Pearl Diver

```
290 IFDN=2THENDN=0
300 CHAR,7,23,"(BLU)":PRINTSC:SYS1756
310 X=FNE(Z1)+80:IFPEEK(X)=66THENHT=HT+1:IFHT=2THEN350
320 CHAR,36,0,"":PRINTPL
330 IFINT(RND(1)*6)+1=6THENGOSUB440
340 GOTO230
350 CHAR,X1,X2,"(ORNG)":PRINTD$(0):X1=X1+2:SYS1756:GOSUB410:LI=LI-1:IFLI<0THEN37
0
360 LE=LE-1:GOTO140
370 CHAR,15,12,"(WHT) GAME OVER ":GETK$:IFK$<>""THEN370
380 FORQ=1TO5000:GETK$:IFK$<>""THENQ=5000
390 NEXTQ:IFSC>HITHENHI=SC
400 GOTO710
410 FORA=8TO0STEP-1:SOUND1,1,6:SOUND3,A,6:VOLA:NEXT:FORQ=1TO200:NEXT:VOL8:RETURN
420 GOSUB500:IFLE>2THENLE=0:LI=LI+1
430 DN=0:GOTO140
440 BS=INT(RND(1)*17)+1:BS=BS*2+3833:IFPEEK(BS)<>32THEN460
450 POKEBS,64
460 RETURN
470 POKE65287,PEEK(65287)AND239:POKE65298,PEEK(65298)OR4:POKE65299,208
480 PRINTERR$(ER),EL:END
490 FORA=1TO1001STEP250:SOUND2,A,2:NEXT:RETURN
500 RESTORE1250:FORA=1TO20:READD1:READD2:SOUND1,D1,D2:NEXTA:RETURN
510 X=FNE(Z1)+2:IFPEEK(X)=32THEN550
520 IFPEEK(X)=69THENSC=SC+100:PL=PL+1:GOSUB490:GOTO550
530 IFPEEK(X)=79THENSC=SC+10:SOUND2,1008,4:GOTO550
540 RETURN
550 CHAR,X1,X2,"(ORNG)":PRINTD$(0):X1=X1+2:HT=0:RETURN
560 X=FNE(Z1)-2:IFPEEK(X)=32THEN600
570 IFPEEK(X)=69THENSC=SC+100:PL=PL+1:GOSUB490:GOTO600
580 IFPEEK(X)=79THENSC=SC+10:SOUND2,1008,4:GOTO600
590 RETURN
600 CHAR,X1,X2,"(ORNG)":PRINTD$(0):X1=X1-2:HT=0:RETURN
610 X=FNE(Z1)+80:IFPEEK(X)=32THEN650
620 IFPEEK(X)=69THENSC=SC+100:PL=PL+1:GOSUB490:GOTO650
630 IFPEEK(X)=79THENSC=SC+10:SOUND2,1008,4:GOTO650
640 RETURN
650 CHAR,X1,X2,"(ORNG)":PRINTD$(0):X2=X2+2:HT=0:RETURN
660 X=FNE(Z1)-80:IFPEEK(X)=32THEN700
670 IFPEEK(X)=69THENSC=SC+100:PL=PL+1:GOSUB490:GOTO700
680 IFPEEK(X)=79THENSC=SC+10:SOUND2,1008,4:GOTO700
690 RETURN
700 CHAR,X1,X2,"(ORNG)":PRINTD$(0):X2=X2-2:HT=0:RETURN
710 PRINT"(LBLU)(CLR)":CHAR,10,4,"___ ___ _  ___ _ "
720 CHAR,10,5,"_ _ _  _ _ _ _ _"
730 CHAR,10,6,"___ ___ ___ ___ _"
740 CHAR,10,7,"_  _  _ _ __  _"
750 CHAR,10,8,"_  ___ _ _ _ _ ___"
760 CHAR,10,11,"__   _  _ _ ___ ___"
770 CHAR,10,12,"_ _  _  _ _ _   _ _"
780 CHAR,10,13,"_ _  _  _ _ ___ ___"
790 CHAR,10,14,"_ _  _  _ _ _   __"
800 CHAR,10,15,"__   _  _  ___ _ _"
810 CHAR,18,17,"(WHT)BY":CHAR,13,19,"FRANK   BINGLEY":GETK$:IFK$<>""THEN810
820 FORA=1TO250:SOUND1,(INT(RND(1)*1015)+1),3:GOSUB440:SYS1525
830 GETK$:IFK$<>""THENA=250:NEXTA:GOSUB500:ZL=0:GOTO130
840 NEXTA:FORQ=1TO1000:NEXTQ:GOSUB500:ZL=ZL+1:IFZL=4THENZL=0:GOTO710
850 LE=ZL-1:GOTO140
860 DATA 160,0,162,0,189,161,12,201,64,208,52,189,121,12,201,32
870 DATA 208,45,232,189,121,12,201,32,240,4,202,76,52,6,202,24
880 DATA 169,64,157,121,12,105,1,157,161,12,105,1,232,157,121,12
890 DATA 105,1,157,161,12,169,32,202,157,201,12,232,157,201,12,232
900 DATA 224,38,240,3,76,249,5,200,192,19,240,81,24,173,250,5
910 DATA 105,40,141,250,5,141,29,6,141,40,6,144,9,238,251,5
920 DATA 238,30,6,238,41,6,24,173,1,6,105,40,141,1,6,141
930 DATA 24,6,141,35,6,141,9,6,144,12,238,2,6,238,25,6
940 DATA 238,36,6,238,10,6,24,173,46,6,105,40,141,46,6,141
950 DATA 50,6,144,6,238,47,6,238,51,6,76,247,5,160,0,162
960 DATA 12,185,216,6,141,250,5,142,251,5,141,29,6,142,30,6
970 DATA 141,40,6,142,41,6,200,185,216,6,141,1,6,142,2,6
980 DATA 141,24,6,142,25,6,141,35,6,142,36,6,141,9,6,142
```



EASY ENTER

Pearl Diver



```
990 DATA 10,6,200,185,216,6,141,46,6,
    142,47,6,141,50,6,142
1000 DATA 51,6,96,161,121,201,0,32,245,
    5,32,245,5,96,0,0
1010 DATA 0,10,36,32,144,152,136,128,
    128,128,128,144,32,20,5,0
1020 DATA 0,144,36,4,5,1,1,4,1,1,5,5,
    4,20,80,0
1030 DATA 0,0,2,10,10,47,46,47,0,0,128,
    160,224,252,252,252
1040 DATA 47,47,47,47,11,3,0,0,252,252,252,252,240,192,0,0
1050 DATA 143,188,176,176,191,62,11,62,240,60,12,12,252,240,176,252
1060 DATA 223,199,205,207,12,60,243,243,247,211,115,243,48,240,192,192
1070 DATA 223,199,205,207,12,15,3,3,247,211,115,243,48,60,207,207
1080 DATA 240,48,48,15,3,51,63,3,204,240,243,195,15,12,48,240
1090 DATA 11,43,47,175,191,191,47,47,224,232,248,250,254,254,248,248
1100 DATA 255,255,255,255,255,255,255,0
1110 DATA 32,32,32,32,104,105,106,107,104,105,108,109,100,101,102,103
1120 DATA 96,98,97,99,110,111,110,111,112,113,112,113,114,114,114,114
1130 DATA"7777777777777777777","7053555566444566007","7603444466033566337"
1140 DATA"7305550065545506507","7540434064454006507","7545530066404306607"
1150 DATA"7443500063544506307","7355433035504503557","7545455044404300447"
1160 DATA"7355455465455555547","7777777777777777777"
1170 DATA"7777777777777777777","7036005006630500337","7546505003350500007"
1180 DATA"7505005000046565007","7050555306666560557","7050555306666360557"
1190 DATA"7666655006536460537","7353555006556660557","7505444056553330557"
1200 DATA"7444333043444444447","7777777777777777777"
1210 DATA"7777777777777777777","7055553633663363537","7444445605635005557"
1220 DATA"7666664600330560007","7533355600440060007","7500003600000060007"
1230 DATA"7533303600000060067","7000005600000060067","7444445630000060067"
1240 DATA"7000005554444464437","7777777777777777777"
1250 DATA 596,12,643,4,685,4,704,4,739,4,643,12,685,4,704,4,739,4,770,12
1260 DATA 596,12,643,4,685,4,704,4,739,12,704,12,685,4,643,4,596,4,596,12
```

EASY ENTER

Our New Easy Enter system makes program entering even simpler. It works like this:

Control codes appear in plain English (always inside brackets). Just look them up in the list below. For example: (DOWN) means 'press the cursor down key'. We've included the graphic itself in the table so that you can check you've got it right.

Actual graphic characters are not changed and appear as they do on screen — you'll find them all printed on your keyboard.

Control Codes

(UP)	press cursor up key
(DOWN)	press cursor down key
(LEFT)	press cursor left key
(RGHT)	press cursor right key
(HOME)	press HOME key
(CLR)	press SHIFT/HOME
(INST)	press SHIFT/DELETE
(RVS)	reverse on
(OFF)	reverse off
(F1)etc	press function key indicated
($130)	flash on (16 and Plus/4)
($132)	flash off (16 and Plus/4)

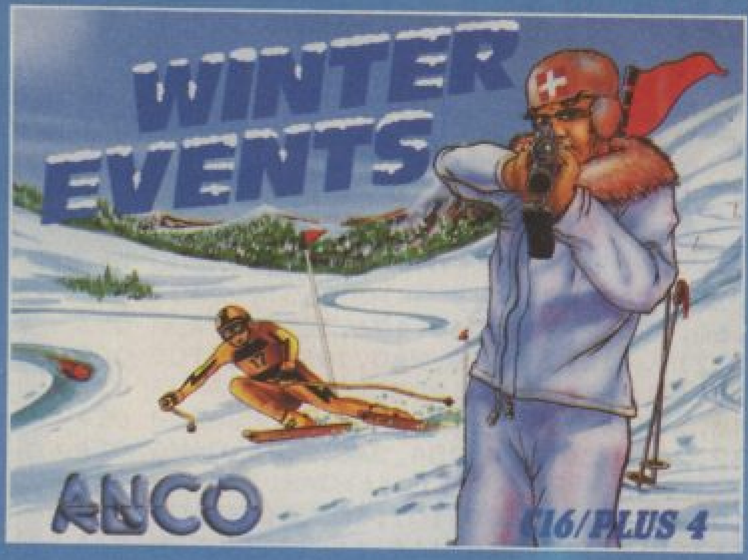
Colour Codes

(BLK)	press CTRL and 1
(WHT)	press CTRL and 2
(RED)	press CTRL and 3
(CYN)	press CTRL and 4
(PUR)	press CTRL and 5
(GRN)	press CTRL and 6
(BLU)	press CTRL and 7
(YEL)	press CTRL and 8
(ORNG)	press CBM and 1
(BRN)	press CBM and 2
(LRED)	press CBM and 3
(GRY1)	press CBM and 4
(GRY2)	press CBM and 5
(LGRN)	press CBM and 6
(LBLU)	press CBM and 7
(GRY3)	press CBM and 8

Note: secondary colours on the 16 and Plus/4 are slightly different to the above.

C16/PLUS 4

QUALITY GAMES FOR QUALITY COMPUTERS

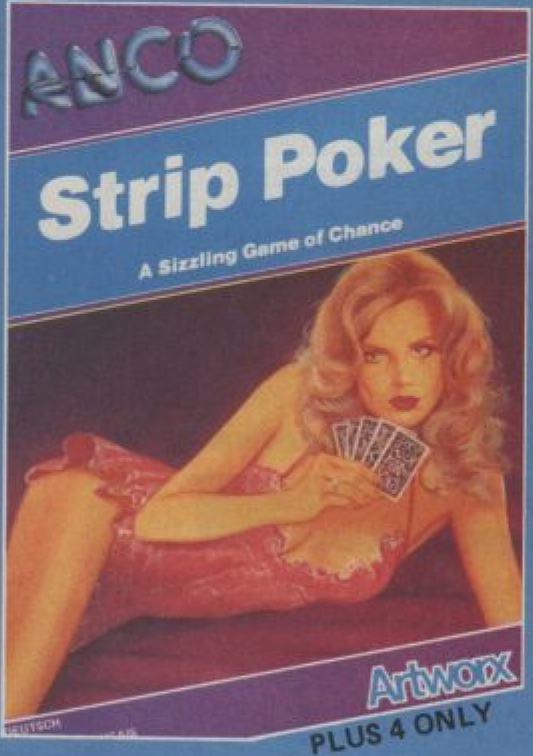


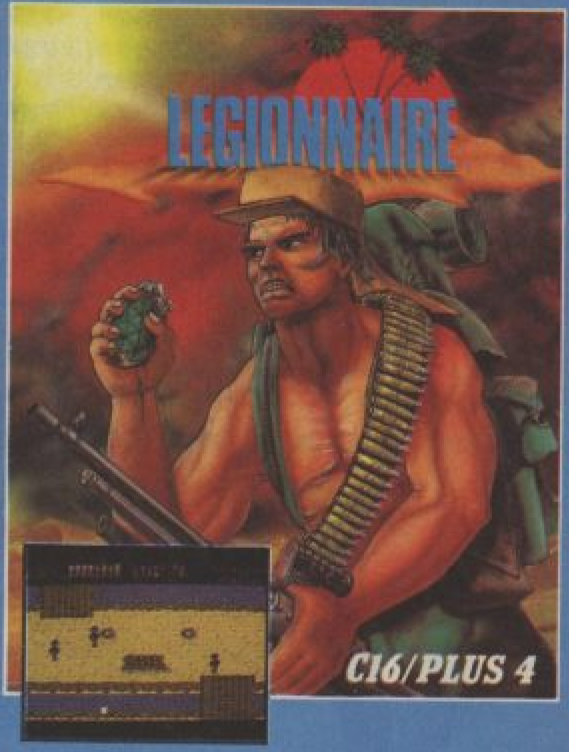


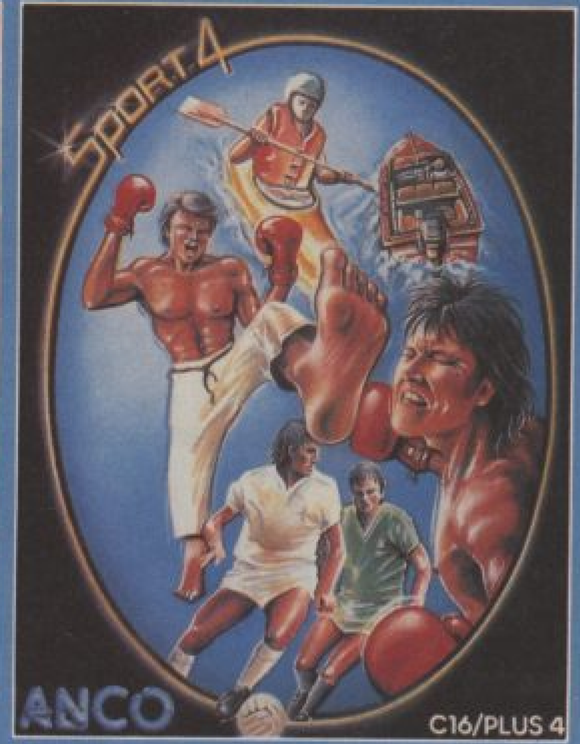
Acclaimed as a mega game by reviewers, setting new standards of graphics and game play for C16/PLUS 4. Six challenging events - SLALOM, BIATHLON, BOBSLED, SKI JUMP, SPEED SKATING and DOWN HILL.

Cassette: £7.95 Disc: £9.95









Settle down for an evening of a sizzling entertainment of Poker against delectable Suzi and Melissa.

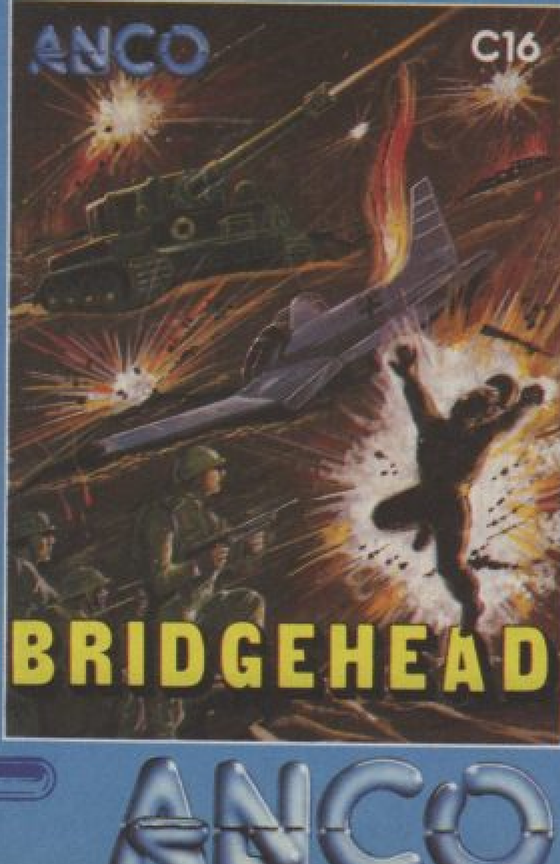
Cassette: £7.95 Disc: £9.95

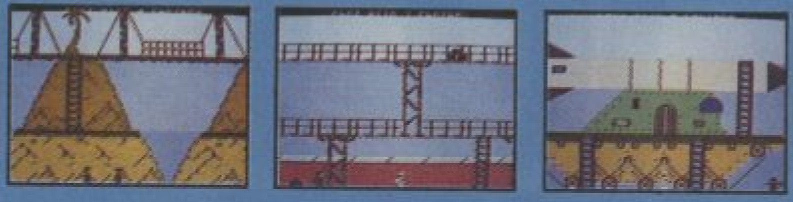
Non stop action as the lone Legionaire surrounded by marauding tribesmen fights his way to the fort over eight sectors of scrolling desert background.

Cassette: £7.95

Four sports simulations: THAI BOXING, EUROPEAN CUP, CANOE SLALOM and SPEED BOAT GRAND PRIX.

Cassette: £7.95





C16 £5.95

Five sectors of bidirectional scrolling. Each sector 8 screens long. Enemy is armed with Bazookas and anti personnal missiles.

C16: £5.95 **PLUS 4** (Enhanced 8 sectors version): **£7.95**



PLUS 4 £7.95

64K RAM PACK FOR C16 £39.95

Expand your C16 to play fabulous games like BRIDGE and STRIP POKER. Coming soon VTOL simulator and many more games for PLUS 4 or C16+64K. Give power to your C16 with MICRO BASE and MICRO CALC.

£7.95 each.

ANCO

ANCO SOFTWARE, 4 WEST GATE HOUSE, SPITAL ST, DARTFORD, KENT. DA1 2EH.
Telephone: 0322 92513/92518. **Mail Order: Payment by Cheque, P.O., Visa or Access.**
24 Hour Credit Card Service: 0322 522631.

TOMMY'S TIPS

What Tommy doesn't know about Commodore computers isn't worth knowing. If you've got a technical or programming problem on your 64, 128, C16 or Plus/4, Tommy's the man to help you. So you'd better write to him quick:

Tommy's Tips,
Commdore User,
30-32 Farringdon Lane,
London
EC1R 3AU

CU TECH TIPS

New for Old

I am thinking of buying the new 64C. Can you tell me if there is any difference in the Basic between that and the old 64 and will all the 64 software run on it?
G. Semour, Dorset.

There is basically (no pun intended!) no difference between the old 64 and the new 64C except in the pcb layout and the design of the case; designed to match the styling of the 128. Having just got my hands on one I have to admit it does look a lot smarter than the old case.

Software intended for the 64 will all run on the 64C so there will be no problems there. If you have a disk drive then there is the exciting new GEOS system, although this is now available for users of the old 64 as well.

If you are thinking of getting a 64C for Xmas then why not take a look at the "Connoisseur's Collection" pack, which includes the datacorder, Neos Mouse + CHEESE graphics program, plus 5 games and a typing tutor — all for £249.99.

Theme Tunes

I am writing a program on the C16 and I am having trouble with percussion in the theme music.

Is it possible to loop voice 3 or 2 while the melody is still running? Could I combine three voices all at once and could I put a time delay loop in one voice only? If so, please help.
Patrick White, Norwich.

Provided you have set the sound command to play Voice 1 for a certain length of time the program will continue running and Voice 2 can be changed or other things can occur. However, if you want Voices 1 and 2 to both change over the same period of time, then you must write the code to allow this.

As for playing all three voices together, you should realise that the C16 only has two voices. Voice 3 is just Voice 2 in 'noise' mode as opposed to 'music' mode. You therefore cannot have Voices 2 and 3 playing together since they are one and the same. However, you can have Voices 1 and 2 harmonised as the following little bit of code demonstrates:

```
5  VOL 8
10 SOUND 1,596,100
20 SOUND 2,685,150
30 SOUND 1,453,100
40 SOUND 2,739,50
50 SOUND 2,770,150
55 REM DELAY LOOP FOR
VOICE 1
60 TT=TI+120
70 DO WHILE TT>TI: LOOP
80 SOUND 1,834,50
```

Smooth move

I am at present writing a program on my C128 in which I need to move a sprite from one specific point to another, but I am forced to use MOVSPR190#15 and an awkward and inaccurate delay loop. Is there a way of saying MOVSPR 1, Point X to Point # 15 instead of using MOVSPR1, + 20,#15 (etc.) which 'flicks' instead of moves?

Could you please advise me on this matter?
William Church, Cornwall.

There are no commands for doing exactly what you require, but it may be possible to 'fudge' a routine which will have the same effect. At the start of the program set **COLLISION 1,2000**. Before moving the sprite do two things; calculate the angle necessary to reach the desired co-ordinates (THETA) and then position an 'invisible' sprite (colour same as background) at the destination co-ordinates.

Now use **MOVSPR 1,THETA**#15 to get the sprite moving automatically. You can now forget the sprite since as soon as it hits the 'invisible' sprite at the destination point it will generate an interrupt and the program will divert to line 2000 where you can stop the sprite.

As soon as you return from the interrupt sub-routine, the program carries on from the point it was at when the interrupt occurred. There is one problem with this method and that is in the accuracy of the collision detection. Because the auto-move feature is handled by the Vic chip while the COLLISION command is handled by the interpreter, the two are not reacting at the same speed.

You may find it necessary to position the *center* of the invisible spite on the co-ordinates in order to stop the visible sprite in roughly the right place, particularly if the sprite is moving at maximum speed. If necessary, any small correction to ensure accurate positioning can be made in the interrupt routine. If this is too inaccurate for your use or you don't have any 'spare' sprites, then I am afraid a loop is all you can use.

Chained together

I have a problem. I own a Plus/4 (no, that's not the problem). The problem is in chaining two programs together. I have read that chaining two progams does not reset the end of program pointers, leading to corruption of the latter part of the second program if it is no longer than the first. In his book *Programming The C64* Raeto West gives a method of curing this, using a routine called 'old', at the beginnng of the second program. Unfortunately this does not work on the Plus/4. Could you help me?
S.W. Higgs, Leics.

Continued on p.118

TOMMY'S TIPS

TOMMY'S TIPS

You are correct in saying that when chaining programs together the first program must be the largest, but all you really need to do is to set the relevant Basic pointers to the size needed by the largest program. Rae West's program did this automatically by resetting the pointers to the size of the program currently loaded, but the simple way is to find out the size of the largest program to be loaded and then set the pointers to this size at the beginning of the first program.

The method is to load the largest program then type the following in direct mode:

PRINT PEEK(45);PEEK(46).

Note down the two values that appear on screen and add the following line to the beginning of the first program of the 'chain':

10 POKE 45,X: POKE 46,Y: CLR

replacing **X** and **Y** with the values that you noted down. This will ensure that the programs can load each other without any corruption problems. This method works with all the current models, not just the Plus/4.

Disk speed

I own a C128 and 1541 disk drive. In your magazine I see occasionally adverts for devices to speed up the disk drive. My problem is I want one to use in 128 mode and not as some advertised in C64 mode only.

I do not fancy tampering with the innards of my computer and so would like to know if there are any devices on disk or cartridge which would speed up my 1541 but in 128 mode.

G.V. Bluxome, Durham.

Unfortunately you are up against the law of supply and demand. The 128 disk access can be speeded up by using a 1570 or 1571 drive. The 64 disk access can only be speeded up by using a utility package. The result is that I have been unable to find a single utility that will guarantee to work with the 128 in 128 mode.

Because the potential market for such a cartridge is so small the cost would be high and this would reduce the numbers buying it even more. If the 128 really caught on then there might be something produced, but with the 're-issue' of the old 64 in its new guise I think that is unlikely.

There are some replacement ROM systems that fit inside the disk drive which might possibly work in 128 mode, but presumably you don't want to go tampering with the inside of your disk drive either?

One possible solution is to use part of your 128's memory as a RAM disk which gives extremely fast access times. You can get a utility to do this from **S.S.O.L.** called 'HACK-PACK'; it costs £39.95 and you can get futher details on 0865 54195.

Fancy Font

I have a C64 which is linked into a Seikosha GP 100VC Printer, and a 1541 disk drive. I would like to know if it is possible to produce italics, subscripts, bold print, etc, etc, on this set up.

I use the *Easy Script* word processor quite a lot, but Enhanced Text, and Reversed Text is all I can do. I would very much appreciate your advice and comments on this query.

Keep up the good work and thank you in anticipation.

Chuck Coulson, Devon.

The simple answer I'm afraid is no. The limitation is not on the wordprocessor, but on the printer itself. The 100VC does not have an italic font nor can it do super and sub-scripts. There are companies who produce replacement ROMs for the Commodore printers to allow additional fonts such as italic to be used, but while these should fit the 100VC you should check first before buying. These are quite expensive (around £25) so you have to want the extra fonts quite badly to warrant this sort of cost.

There are also programs that can convert text into graphics and theoretically can print in almost any style you like. *Font Factory* from Impex is one such program, but you can't use it from the WP program; you have to store the text and then run the print program separately. It's also very slow. This can prove to be rather a chore in practise, but does give you a range of fonts in one document.

Flickers

I would like to put on screen more than one sprite, I have tried everything that I know of but the nearest I get is one sprite printed correctly. The other one is positioned correctly but where the sprite should be is a series of flickering lines, even though the data is correct.

Please could you devise a program that will enable me to solve this problem. And will I be able to expand this for more than two sprites on screen at once?

Adrian Thompson, Harrogate.

Unfortunately you don't say whether you are using a 128 or 64, but the principles are the same for both. When you say the data is correct you presumably mean that the sprite is OK when put as sprite 0. It sounds very much as though you are not putting the data in the correct place in memory for sprites 1-7.

On the 64, the sprite data can be stored anywhere in the same 16K block as the screen memory and the sprite registers are located as the last eight bytes of the 1K of screen memory. On the default set-up (ie where you haven't moved the screen) the register for sprite 0 is at 2040, sprite 1 is at 2041 etc. If you want to display up to three sprites on screen then you can use the cassette buffer, starting at 832.

Store the data for sprite 0 from 832 to 895, the data for sprite 1 from 896 to 959 and so on. The values to put in the sprite registers are then 13 for sprite 0 (13*64=832), 14 for sprite 1 and 15 for sprite 2. If you want more than 3 sprites you will have to change either the top of BASIC pointer or move screen memory (see December *TT*).

On the 128 the sprite data is read from pre-set addresses; 3584 to 4095. Because the data is in a known address there are no sprite registers on the 128 to 'point' to the address of the data. Also the sprites are numbered 1-8 on the 128, not 0-7 as with the 64. If, after all this, you are absolutely certain that you are doing everything correctly and you still get flickering lines instead of the sprite then it is possible you may have a faulty computer. However, playing any game which uses sprites will soon reveal if this really is the case since if there was a fault the game would be affected as well.

Video Nasty

I want to video the output from my C64, but when I plug the aerial lead into the video input the picture is unclear and distorted. Can you help?

Stephen Robinson, Middx.

If you want to video the output from your computer then I suggest you use the video signal rather than the UHF signal. The problem when using the UHF could be due to a slight incompatibility between the video recorder and the computer, in the same way that some TV sets do not work well with computers.

If you can get a lead made up for the composite video input of the recorder (sometimes called the 'camera input') and the video output socket of the 64 you should get a far superior signal and should be able to record this without any problem.

The Audio/Video pin layout from the C64 is on page 142 of the old manual and page 153 of the new manual and any TV repair shop should be able to make a lead up for you.

Screen Scene

I wonder if you could help me with a couple of problems? I am the proud owner of a Commodore 128D and an Amstrad CPC 404 (No insults! It's a fine piece of hardware).

What I want help with is

TOMMY'S TIPS

this: on my 128D I have only a switchable 40/80 monochrome monitor and on the Amstrad, a colour monitor of quite high quality (CTM 640). What I want to do is to link my Amstrad monitor to my 128D to give a 40/80 column output. Can you suggest any suitable interfaces for under £30? (£40 is my max!)

Also, I am training as a Systems Programmer and for this purpose I require COBOL, Pascal and 'C' packages. Can you recommend any that aren't too expensive (i.e. available under CP/M from Public Domain) but are also powerful?
J. Holborn, Somerset.

Whether you need an interface or not rather depends on the inputs that Amstrad monitor has. You need both RGB and Composite Video inputs to be able to get both 40 and 80 column screens from the 128. In fact, even having an RGB input will only give you 8 main colours since the 128 uses RGBI (I=Intensity) to give 16 colours when in 80 column mode.

If you only have an RGB input on the Amstrad monitor then your best bet is to use the *Magic Monitor Interface* from Robtek; it costs just £14.95 and the company can be contacted on 01-847 4457 for further details. One other thing you will have to get made up is the necessary cable(s), although Robtek may be able to provide this as well.

As for your second query, there are versions of Pascal and probably at least one version of 'C' available under CP/M in the public domain, but I have grave doubts about COBOL. There are micro versions of COBOL around, but they tend to run on the larger micros and are quite expensive.

I suggest you try one of the CP/M User Groups (one is on 0342 313883, Mr Smith) and get their lists. There is also a Small C compiler which uses a sub-set of C, available through ICPUG; you have to be a member to get it however.

As for a recommendation, if you are after inexpensive software like this from the public domain then it is a question of pot-luck as to the quality of what is available. There are of course several versions of Pascal and one C compiler available to run on the 128 in 64 mode. These may be of value if you can't get what you want under CP/M.

Duff Chips

I recently connected the Datasette unit to my Commodore 128 while the computer was switched on . . . with unfortunate consequences.

I do not now get the "Press play . . ." message on the screen when loading or saving programs, and the Datasette motor runs continuously unless I type "load", press 'Return', and then 'Run/Stop'.

But the biggest problem is that most of my software is designed to run only when the Datasette unit is switched off by pressing the 'stop' button. But now, because the computer is not sensing that the button has been pressed, this operation has no effect and the program will not run.

I have contacted several companies (including Commodore), and none of them are quite sure what the fault is or how much it will cost to have it repaired.
John Thompson, Birmingham.

The number of people suffering from this fault seems to be increasing so I will say this once again: *Do not connect or disconnect any devices on a computer while the power is on or you risk damaging the computer and/or the device.*

The CPU chip seems to be particularly vulnerable to this problem since what you have probably done is to damage the input on the cassette sense line that goes direct to the 6510 chip. You don't say if the problem only occurs in 64 mode or if the 128 mode is affected as well. If the latter, then you could have a potentially expensive repair on your hands. Even the 6510 is going to cost around £35 to get replaced and if both that and the 8502 are damaged then you could expect to double the price!

I suggest you contact one of the larger repair companies such as Mancomp (061 224 1888) or Video Vault (04574 66555) and ask for a quote. There are several others as well, most of whom advertise in the general computer magazines as opposed to the machine specific mags such as *Commodore User.*

Maze Game

Could you please tell me how I would go about solving a problem. First of all I am making a maze game and would like to know how to activate 'doors' by pressing the fire-button. There's a limit of two doors at a time and after I have activated one, after say 30 seconds, it evaporates. I have a Commodore Plus/4 and I am using Basic.

Also how would I program the game by using the joystick to control the 'man'?

And last of all, how would I program the game so that every few minutes a 'gold coin' (worth extra points) appears for the 'man' to eat? Thank you.
Faron Wilson, Bury.

The method of reading the joysticks on the Plus/4 (and C/16) is to use the **JOY(X)** command where **X** is either **1** or **2**, depending on which port you want to read. If the value returned is greater than 127 then the Fire-button has been pressed; the full range of values will be given in the handbook.

To control the 'man' using the joystick you will need to keep a record of the row and column values of his location. If the joystick value indicates 'DOWN' then add 1 to the row value, if the joystick value indicates 'LEFT' then subtract 1 from the column value and so on.

As for the 'gold coin', this can be programmed by using the timer function TI. At the start of the relevant section of the game set a variable (eg GC) to TI. Each time through, the loop which checks the joystick checks the value of TI against GC. When the value of TI exceeds GC by 3600 then one minute has elapsed.

No sprites

I own a Plus/4 and I have got a problem. Could you show me a program to get a sprite on the screen and move it around? Could you also show me how to make multicolour sprites?
Richard Shore, Barnsley.

Yes, you do have a problem, because the Plus/4 doesn't have any sprites, at least not in the sense of the 64 or 128 sprites. The only way of creating and moving 'objects' is by using the SSHAPE command to capture a shape and the GSHAPE command to put it on the screen.

There are also no commands in Basic to move the shape automatically, this will need to be done in a loop or using machine-code. Basic will be very slow for manipulating shapes of any size since the shapes are stored as strings, especially if you want shapes to pass over each other by using the AND, OR and XOR attributes of GSHAPE.

The alternative is to use UDGs, but these will need to be grouped together to give you a reasonable size of object, but can be handled faster both by Basic and in m/code. We'll be doing a *Tommy Special* in the next issue that explains it all.

TOMMY'S TIPS

CLASSIFIED

For sale colour monitor, 1541 drive, GP100 VC printer, many discs and rom utilities including Koalapa, Speech, Disc-Turbo and the Victree. All good condition £550 ono call 01-954-0313 evenings.

Hi! I am a 16 year old boy from Sweden who wants a pen pal from England. My address is: Roger Brundin, Bokv. 21, 753 50 Uppsala, Sweden. 'My interests are: Gambling on my CBM-64, listen to music and reading C. User. I will answer every letter.

Norwegian CBM 64 user wants to swap good software with people all over the world! Only on disk! Send your list to Tommy Joccumsen Furumoug. 6. 2050 Fessheim N-Norway.

School Simulator tables to long multiplication. Paperless individual instruction, (Division to follow). CBM 64, Turbo cassette £6.50. Manhood Maths, 79 Hillfield Road, Selsey, PO20 OLF.

CBM 64 owner wants to swap new programs. Please enclose a list or a disk with your newest program, I will answer all letters. Write to Kent Karlsson, Skiftesu. 13. 150 31 Ahers stb. Sweden.

B.M.C. User Group for Vic-20, C64. Send for Usebooklist which has newsletters, charts, Soft HR6, Soft-Hard Sale, Cassette Swap, Reviews and many more features. Send £1 joining fee to Ian Bell, 10 Morton Court, Blackwood, Lanarkshire, Scotland, ML11 9YH. This is the best user group so join us today.

CBM 64/128 accessories. Printer Interfaces. Prestel Comms Cartridge. Mother Boards. Full RS232 Interface. Vic Switch with cables. Robcom Turbo 50. Plus software, all at silly prices. Phone 0295 54946 for details.

For sale C64 plus data recorder, joysticks and 20 games. Including Mercenary, Uridium etc. Also have books. £200. Tel Brewood 850 959 (Wolverhampton).

C64 owner wants to swap programs. Send a list to: Ola Olseon, Espets Skola, S-240 13 Genarp Sweden. Disk only.

C64 owner wants to swap programs with friends all over the world. Disk only. All letters answered. Write to: Stig Wernersen, Blålyng. V. 13 1714 YVEN Norway.

For sale C64 plus data recorder, joysticks and 20 games. Including Mercenary, Uridium etc. Also have books. £200. Tel Brewood 850 959 (Wolverhampton).

Freeze Frame MkII cartridge for sale + many games. Send for list to: Andrew Cray, 51 Parkhill road, Otford, Kent, TN14 5QH.

EAC Users! and other adventure contact provides advice on plotting, writing marketing, free evaluation, interaction with other users. Sample magazine £1.00; Pat Winstanley, 13 Hollington Way, Wigan, WN3 6LS.

A Swedish CMB64 user wants to swap games with people all over the world. Send a list over your newest top games on disc. To: Daniel Lillman Hoppbaneg 2 72291 UASTERA's Sweden 021-330570

C64 Computer Program Exchange Club. Exchange your old or unwanted software. Free membership. Send S.A.E. for details to S&R Sofware Exchange Club, 16 Highfield Road,Hampton, Evesham, Worcs. WR11 6PU.

Plus 4 with joystick, cassette, large collection of software. All good working order. Any offers. Phone William 01-809 5145.

C64 original game and utility software (top quality) to sale due to system change. All titles are new and in very good state for lowest prices. CPM, Apartado 4065 P-9001 Funchal Portugal.

Games for your C64. We have the budget priced games from £1.99 upwards. Higher priced ranges also in stock. For list please send S.A.E. to: Worldaway Computer Software, 19 Cavendish Road, Bognor Regis, West Sussex PO21 2JW.

PREMIER LEAGUE

AT LAST! This Super Football Management Strategy game is now available for the Commodore 64/128. An exciting, challenging and realistic game for all football enthusiasts, packed with genuine features using the full available memory of your C64.

FEATURES: Full league programme-training-team selection-named/recorded goal scorers-substitutes-injuries-5 skill levels-half time/full time scores-financial problems-save game-printer option + MANY MORE!

SPECIAL FEATURE: Transfer market allows approach for any player-all squads listed.

...TACTICS...SKILL...
...DECISIONS...STRATEGY...

SUPERB VALUE at only £6.50 inc. p&p

By mail order only:-

From **E&J SOFTWARE 37, Westmoor Rd, Room C2, Enfield, Middx. EN3 7LE**

Selling CBM64 £80.00. Plus 4 £25.00. Mach 5 cartridge £10.00. SFX sound expander (discs) £50, sound sampler £35, sound studio £10, music system £20, full keyboard £45, many games tapes, discs. S.A.E. Duncan Roper, C.S.S.D. War memorial Hospital, Wrexham, LL11 1EG.

GREETING CARD + CASSETTE or DISK
VERY SPECIAL GIFT

offering a

Personalised message with **Your Astrological Star Sign Details + Greeting Card in Full Colour + Constellation + Symbols & Signs + Character Reading + Famous People born in your Star Sign + Special Day Saving Facility + Biorythms + Numerology with Reading.**

Commodore 64 or 128

YOUR MESSAGE WRITTEN INTO THE PROGRAM.

Cass **£5.99;** Disk **£7.99**

Rush, Rush Orders £2.50 extra

OVERSEAS ADD 20% PLEASE

PRINT details of what you want put into the program. NAME 10 letters only. MESSAGE 40 letters only. Add £1.00 for p.p. Allow 21 days for delivery.

Christmas/Birthday Celebration/Congratulation Giftcard or **Name Your Card** and we will try.

Cheque to

ASTROLOGICAL ARCHIVES
115 High Street, Winslow, Bucks
MK18 3DH

EAC users! and other adventure writers. Adventure contact provides advice on plotting, writing, marketing, free evaluation, interaction with other users. Sample magazine £1.00. Pat Winstanley, 13 Hollington Way, Wigan WN3 6LS.

Castle Computer Hardware

Fed up with feeble and puny sound coming from your computer? If yes then why not buy a computer sound amplifier. This cheap piece of hardware gives you professional quality sound through two speakers.

Send cheque/P.O. for 50p & SAE to:—

CASTLE COMPUTER HARDWARE
Castle House, 48 Bodnant Grove,
Connah's Quay, Deeside, Clwyd. CH5 4NA.

CLASSIFIED ORDER FORM

Lineage —
20p per word to private individuals —
20 words min — 40 words maximum.
30p per word to Trade.
20 words min — 40 words maximum.

Semi-display — £10 for S.G.C. Ring 01-251 6222.
All classified and semi-display advertising is pre-payable.

When paying for advertisements please add on 15% for VAT.

Warning
It is illegal to sell pirated copies of computer games. The only software that can be sold legitimately through our classified section are genuine tapes, disks, or cartridges bought from shops or by mail order from software houses. *Commodore User* will press for the maximum penalties to be brought against anyone breaking these rules. We regret that due to large-scale swapping of pirated software we can no longer allow swaps of tapes, disks, or cartridges in our classified section.

1	2	3
4	5	6
7	8	9
10	11	12
13	14	15
16	17	18
19	20	21
22	23	24
25	26	27
28	29	30
31	32	33
34	35	36
37	38	39
40		

All classified ads are subject to space availability

PLEASE PRINT IN BLOCK CAPITALS

I enclose cheque/P.O. for £........ made payable to *Commodore User*.

Name..

Address..

Total number of words...

Post to: **AD. DEPT. COMMODORE USER, 30-32 FARRINGDON LANE, EC1R 3AU.**

NEXT

There are two things to look forward to in '87: Commodore User's brand new Arcades column and our exclusive review and competition of Masters of the Universe, the next big one from US Gold. As usual we're first with the story, bringing you the reviews before the games hit the shops — not six months later. We won't be doubling our cover price either, like certain other magazines.



1987 TAKES OFF

CU NEXT MONTH

Neither will we be stuffing CU full of cheap compos and snap-shots of the CU review team loafing around. They are far too busy working on our red hot exclusives to waste time.

***ON SALE** Jan 26th. Get CU to check out reviews of Space Harrier, Indoor Events, Top Gun, Highlander, Championship Wrestling (a rumoured Screen Star) Howard the Duck, Tracker and Aliens.*

There's Maps galore and dozens of pokes. C16 owners are in for a treat too. We will be back to our normal double page colour service with Bounder, The Way of the Tiger, and Fighting Warrior.

MONTH

Hot Shots



By Mike Pattenden

We want gossip, we want gossip!" There's a crowd outside the building greedily demanding their regular dose of rumour and innuendo. All right, all right settle down there and listen in . . .

● I'm happy to report on a resurgence in football games on the 64 which must mirror a return to favour for football in the country as a whole. First of all there's Gremlin's *Footballer of the Year* on the way, and then there's Argus games' *Peter Shilton's Handball Maradona.* Oh, dear that's a pity that one after the recent furore over Shilts' personal life. Perhaps there should be a title change. *Peter Shilton's Domestic Disturbance* maybe . . .

● My personal favourite at the moment is *Brian Clough's Football Fortunes,* but that's only because I had a good freebie day out at the launch. It took place at Wembley where we met Brian and sat and played the game for an hour or two. Brian came round each table and had a chat with the teams. He seemed in a good mood till I pointed out that CDS, the company producing the game, had only given Forest's defender Chris Fairclough two skill stars and his son, Nigel, only one. One thing about Brian perturbed me and that was his habit of referring to everyone as 'darlin'. I could understand this when he was speaking to Popular Computing's Christina Erskine who spent most of the day sniffing round him, but it threw Hotshots a bit. You'll be glad to hear that I went on to do the League and Cup double in my first season anyway.



▲ **"We love you Hotshots, we do! We love you Hotshots we do! Oh Hotshots we love you!"**

Best bit of the day was a trip round Wembley (not my last I hope this season) where you can walk up the tunnel to a deafening recording from a typical FA Cup day (chants of "United!" and "You'll never walk alone") and a chance to walk up the steps and receive a cup, which chuffed me no end. I could just see Alvin Martin doing it. It's something anyone who fancies a trip round Wembley can do.

● Now we're going to play a little game of musical programmers. No, not Martin Galway or Rob Hubbard, I mean people changing jobs or more to the point being deported. I beg your pardon?

Let me explain. First of all a quick job change. Tony Crowther has just gone to Ariolasoft from Alligata — was this because *Kettle* failed to boil in the charts?

Next off is Tony Pomfrett from Ocean who made an unceromonious departure after completing *Mikie* and not bothering to tell anyone. That's why it's just appeared on the Konami coin ops collection.

Then there's Thalamus' Finnish programmer Stavros Fasoulos who wrote *Sanxion.* He fell foul of this country's immigration laws. Thalamus are currently trying to sort it out so he can work on *Delta* their new game, over here.

You might, like us, be eagerly awaiting the new Spy vs Spy game. Well don't expect it till well into '87 because the programmer decided to spend Summer and Autumn surfing instead. Wipe out"!

● Finally one more heartrending story about *Psycastria.* It appeared late in the shops because lovesick progammer Gary Partis had dedicated the game to his fiancee with a huge scrolling message. Sadly she gave him the big E and the now lovelorn Partis was left with the unhappy task of taking her name out. Sniff, sniff . . .

● 2000AD fans among you will be eagerly awaiting *Rogue Trooper* after the disappointment of *Judge Dredd.* Sorry to disappoint you further but the thrill suckers have caused a delay. Good news is that Piranha are trying to sign up another game based on Psi Judge Anderson.

● Congratulations to Micronet for raising over £4,000 in their Children in Need appeal. Much of it was raised by auctioning various items. Thrifty Commodore gave a 128, but stingy miserable buggers Amstrad refused to donate anything. Strangest item that went on sale was the very modem responsible for hacking into the Duke of Edinburgh's Prestel mailbox . . .

● Anyone remember Captain Sensible? Course you do. He was the Damned's crowd baiting bassist who turned Mr Nice Guy and made a few bob with 'Happy Talk'. Well he's recorded a new album and he's going off on tour and he's going to star in his own computer game. Domark have shown keen interest in the project and the game is being designed by none other than our very own Fred Reid . . .



KONAMI'S COIN-OP HITS
FIVE GREAT ARCADE GAMES FOR THE PRICE OF ONE
IT MUST BE CHRISTMAS
HYPER SPORTS
Konami
GREEN BERET
Konami
Yie Ar KUNG-FU
Konami
Mikie
Konami
PING PONG
Konami
KONAMI'S COIN-OP HITS
Cassette Disk
SPECTRUM £9.95 –
COMMODORE £9.95 £14.95
AMSTRAD £9.95 £14.95
Twin Cassette Pack
Imagine
..the name of the game
Imagine Software (1984) Limited, 6 Central Street, Manchester M2 5NS. Telephone: 061-834 3939 Telex: 669977.
Distributed in France by Ocean France. Telephone: 93-42-7144. Distributed in Germany by Rushware. Telephone: 2101-70040


HAVE YOU GOT
WHAT IT TAKES TO BE A
TOP GUN
TM
Top Gun puts you in the fighter pilot's seat of an F-14 Tomcat.
Vector graphics and a split screen allow 1 or 2 players to play head to head, or against the computer.
Your armaments in this nerve tingling aerial duel are heat seeking missiles and a 20mm rapid fire cannon.
Can you feel the force!
Top Gun mavericks! Enter the danger zone.
£7.95
SPECTRUM
ocean
£8.95
AMSTRAD / COMMODORE
Ocean Software Ltd., 6 Central Street, Manchester M2 5NS. Telephone: 061-832 6633. Telex: 669977 OCEAN G.
Ocean Software: Distributed in France by Ocean France. Telephone: 93-42-7144. Distributed in Germany by Rushware. Telephone: 2101-70040.